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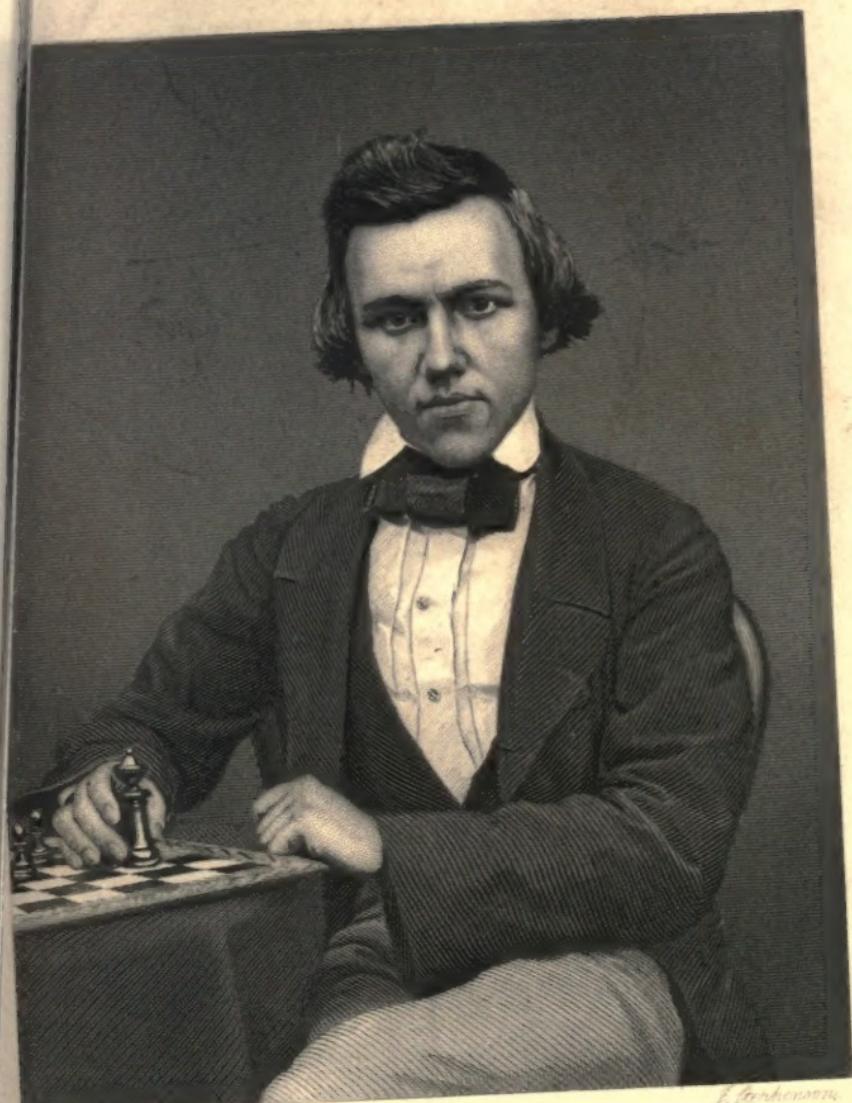
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MORPHY'S GAMES OF CHESS

GEORGE BELL & SONS

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From a Photograph

J. Fenton & Son

Paul Morphy

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MORPHY'S GAMES OF CHESS

BEING

THE BEST GAMES PLAYED BY THE DISTINGUISHED
CHAMPION IN EUROPE AND AMERICA

With Analytical and Critical Notes

BY

J. LÖWENTHAL

LONDON
GEORGE BELL AND SONS

1898

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TO THE READER

MANY friends, both in Europe and America, have frequently urged me to arrange a collection of my games, which they assured me would meet with a kindly reception from Chess players generally. But continued contests during the past twelve months would have precluded my complying with so flattering a request, had it not been for the assistance rendered me by my friend Herr Löwenthal. The copious notes with which this volume is enriched are mainly due to his skill and assiduity as an analyst, and will amply repay the perusal of every lover of our noble game.

In the arrangement of this work, a rule has been adopted of giving, as far as possible, the *best of my games*. This rule, however, has been ignored in respect to Matches and Blindfold contests, which it was thought advisable to give entire; thus many *parties* are introduced which might otherwise have been omitted. It is for the reader to express his opinion on the judiciousness of the selection; I can only solicit his courteous consideration.

PAUL MORPHY.

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A MEMOIR.

THE presentation to the chess-playing public of more than one hundred and fifty games contested by Paul Morphy against the best players of Europe and America would scarcely be complete unless accompanied by a Memoir, however brief, of the young genius who has so suddenly risen up in our midst, and fairly fought his way, through a host of formidable competitors, to the chess throne of the world. If, in the composition of such Memoir, we were to confine ourselves simply to the chess life of Paul Morphy the record might be a very brief one—almost as brief as the celebrated "*Veni, vidi, vici*" of the Roman conqueror, and much to the same effect. We might write "Paul Morphy is in his twenty-second year, has played chess from his childhood, and has beaten all who have ventured to enter the lists with him," and then we might resign our pen. But in every life there is more than one element, however much that one may prevail over the rest. The web of each human existence may be compared to a woven fabric, in which one material predominates in weft and warp, but blended threads of many hues wind in and out, checkering the prevailing uniform tint and giving variety to its general aspect. Curiosity is a constant element in the action of the human mind. The public scrutinize a man brought prominently before them as a dealer or buyer examines manufactured goods. When an individual becomes great in any department of life, those who walk in the same path wish to know something more of him than relates to that common pursuit with which they are already acquainted, and which has in the first instance called their attention to him and

stimulated their curiosity. They ask to be told of the general as well as the special man. They inquire from what race he has sprung; what his home has been; how he has been educated; what he is outside the arena in which he has become great. They seek for some signs of *character* in the sense in which it has been defined by a countryman of Paul Morphy's—Emerson, who tells us that character is that subtle force which impresses us with the idea of what a man is capable of, rather than leads us to think of what he has done.

The outer life with which the biographer deals consists of actions. The superstructure of inference must bear its due proportion to the basis of facts, which in the present case is but a narrow one. Paul Morphy is as yet too young to have played his part on the great stage of life. He has yet to take his place in the world of men,—a chart upon which the chess-world is but a speck—a microscopic intellectual island amid oceans and continents. If he were taken from among us on the morrow, his name would descend to posterity in company with those of the greatest of the chess masters of the past; if he live out the “three score years and ten,” those qualities which have thus early rendered him great in chess may signalize his name in one or more of the many fields on which the battle of life remains to be fought.

In person the subject of our Memoir is short and slight, with a graceful and dignified, though unpretending, bearing. He has black hair, dark brilliant eyes, small expressive features, and a firmly set jaw, the latter lending an aspect of determination to the whole countenance. Over the chess-board he is cool, collected, and concentrated; and so easily are his greatest and most prolonged efforts made, he seldom or never exhibits any traces of fatigue. In his intercourse with the world he is courteous and unassuming, and exhibits a tact surprising in one so young, and manifests that appreciation of motive and character which generally mark those who are distinguished in any walk of life.

Of Paul Morphy, except as a chess player, we know but little. He comes on the father's side of a Spanish family long settled in Louisiana. The name “Morphy” certainly does not sound like a Spanish patronymic, it rather reminds

an Englishman of a name not at all unusual in the sister isle; and we should not be surprised if some enthusiastic Hibernian chess-player were to propound the theory that Paul Morphy is descended from ancestors of Irish birth. This of course is mere speculation, but it is a fact that many sons of Erin have emblazoned their names on the page of continental history, risen to high rank in the military service of Spain, and founded powerful families. However, Paul Morphy's father was of reputed Spanish descent, and of his mother's family there is no question. She was of French descent, and her family had long been resident in one of the West Indian Islands.

Morphy's father, during the latter years of his life filled the office of supreme judge of the State of Louisiana. Paul was born in the city of New Orleans, on the 22nd of June, 1837, so that he is now in his twenty-third year. We have not any information which would lead us to believe that in his earlier years he was unlike most other children, except that when exceedingly young he played at chess. His father was a chess player of considerable skill, and his uncle, Mr. Ernest Morphy, was generally considered the chess king of New Orleans.

From a recently published Memoir we learn that in 1847, when the boy had completed his first decade, his father taught him the moves, and his uncle gave him a lesson in the art of play. Paul was an apt pupil: in a few months he was able to contest a game with either of his relatives, and soon entered the lists against the stoutest opponents he could meet. In 1849, 1850, and 1851, Mr. Morphy achieved a series of triumphs over the strongest players in the Union, among whom were Messrs. Ernest Morphy, Stanley, and Rousseau. It is said that out of above fifty games fought during these years with Mr. Ernest Rousseau, his young antagonist won fully nine-tenths.

We are told that even at that time the boy gave evidence of genius and originality. He did not rest upon precedent, nor pay any great regard to established forms of openings, but used to get rid of his pawns as quickly as possible, regarding them as incumbrances which prevented the free action of his pieces. A very short experience combined with his rapid insight into the principles of the game, soon

corrected that habit without impairing the boldness and decision from which it sprung. When only thirteen years of age he was a really good player. At that early age he was victorious in one or two games with the Editor of this work, who was then paying a short visit to New Orleans, and though the latter was at that time depressed in mind and suffering in body, and was also prostrated by the climate, yet the achievement of the young Paul argues a degree of skill to which it is wonderful that a child could have attained. This circumstance was not known in Europe, where the name of Paul Morphy had not been heard of, till a short time before the assembling of the American Chess Congress on the 5th of October, 1857, when, as if to shadow forth his coming greatness, the fact was stated in a London newspaper.

Paul Morphy's boyhood was profitably employed, for he enjoyed the incalculable advantage of a systematic education. He was sent at an early age to the Jefferson Academy in his native city, where he received an elementary education befitting the son of a gentleman; and in 1850, he proceeded to a college near Mobile, in Alabama, where he distinguished himself in several departments of study. In 1854, he graduated at this college; but remained another year, during which time we are told that mathematics and law almost entirely engrossed his attention. At length, having chosen the legal profession, he concentrated his uncommon mental powers upon those studies necessary for the career of a barrister.

We need scarcely enter into the details of the American Chess Congress, with which our readers may be already familiar; but, connected as that event is with the chess fame of our hero, we may notice some of its principal results. The power of American chess players had been but lightly regarded in the Old World. Those who were considered the best were estimated as far inferior to the first rank of Europeans, and if any one had predicted a chess champion from America he would have been laughed to scorn. The Congress, however, showed that the traditional names were not the names of power; that the unknown were superior to the known; that there was unsuspected latent chess talent in the mind of Young America. The grey-beards were fairly pushed from their pedestals. Youth and genius proved far more than a

match for age and experience. All went down almost without a struggle before the conqueror from New Orleans, and second in the contest stood Paulssen of Iowa, till then never heard of beyond his own locality, and who was only a few years older than Paul Morphy.

The triumph of the young master did not produce any feeling of jealousy. His superiority was so evident that all idea of rivalry was at once felt to be absurd. It was clear, not merely that he beat those to whom he was opposed, but that he beat them so decisively that they never had a chance of turning the tide of conquest. Whoever sat on the other side of the board the result was from the first certain, and the proportion of games he won over those he lost enormous. Out of about one hundred games with the strongest players of the States only three were decided against him. The Americans were in ecstasies at the brilliancy of the star which had arisen in their midst. They at once placed the victor of their tournament in the same rank with the greatest of the great masters. The American chess players regarded him as invincible. They challenged the world to produce his equal, and backed their defiance by money worthy in amount to accompany the transfer of the Chess Crown.

It was now time for Europe to revise its notions of American chess play; but Europe did this rather slowly. The Old World clung to its traditional prestige, and in most quarters the idea of the sceptre being wrested from its veterans by so young a hand was freely ridiculed. That Paul Morphy was a good player there was no attempt to deny. The published games which found their way across the Atlantic forbade the committal of any absurdity of that kind, but that he was the peer of Deschappelles, of Labourdonnais, or Philidor, none would without proof admit. That his triumph had been an easy one was granted, but then he had only been opposed to second-rate men—and it was not difficult to manœuvre brilliantly in the presence of a weak enemy. Besides, said some of the analysts, his combinations were not sound, and Paul Morphy would find himself in a very different position when brought in contact with the great players of another hemisphere. The enthusiasm of the Americans was considered natural, characteristic, and excus-

able; but it was deemed simply enthusiasm, which would have to be corrected by fact. A great voice answered to the American defiance, that if Mr. Morphy would make the voyage to England, he would find antagonists worthy to lift his glove, and enter the lists against him.

Shortly afterwards it was stated that Mr. Staunton would defend the chess reputation of ancient Albion against the young champion of the West.

It was at length agreed that the great contest which was to decide the question of supremacy between the Old World and the New, should take place in England. This was only fitting. The onus of making the necessary advances lay with the young and aspiring, not with the veteran and celebrated. The age of chivalry had not yet passed; chess had its knights-errant, and Paul Morphy decided to leave his transatlantic home—to make the voyage to Europe, in order to meet his new antagonists upon the checkered field on which, in the great continent of the West, he could find no compeer. The occasion was propitious; the Birmingham meeting would take place shortly after his arrival; the prospect presented an opportunity of contest with players of great fame; but, above all, he looked forward to a struggle with that famous representative of English chess, whose name was known and whose reputation was established wherever the votaries of Caissa dwelt.

Paul Morphy arrived in London in June, 1858, and his reception was, as it deserved to be, of the most cordial character. At the great clubs—the St. George's and the London—he met with that courteous hospitality which English gentlemen know so well how to render; but, for awhile an impression obtained that he would not repeat his American triumphs in Europe. The fatigues of the voyage had doubtless told upon him. The strangeness of the new stage, on which he was called to play so prominent a part, no doubt produced an unfavourable effect, and his first games did not alter the pre-judgment of English chess players, namely, that within the four seas of Britain he would find antagonists more than his match.

That delusion however was presently dispelled. With whomsoever he played it was found that he came off victorious; and a formal match was soon arranged, the result

of which showed that the Americans had not overrated their young champion. The arrangements for the contest with Mr. Staunton progressed but slowly; and pending their completion, the Editor of this work put forward a challenge to play a match, for which the stakes were immediately supplied.

The result was that Paul Morphy added another laurel to his wreath: at the conclusion of the contest the score stood thus—Morphy 9, Löwenthal 3, drawn 2. It was a saying of Napoleon's, that he is the best general who in war makes the fewest mistakes, and Paul Morphy's play is perhaps even more remarkable for its correctness than for its power and brilliancy: even into his blindfold play an error scarcely ever creeps.

During the excitement of the above-named match, the placidity and courtesy of Mr. Morphy occasioned as much admiration as his skill. The utmost good-feeling prevailed between the combatants and their friends throughout.

This decisive victory conclusively settled Paul Morphy's position in the highest order of chess players, and justified "Alter" in accepting the odds of Pawn and move from the youthful victor. The results of this combat were still more marked. Seven games in all were played, of which "Alter" did not score a single game. Paul Morphy won 5, and 2 were drawn.

At the Birmingham tournament Mr. Morphy did not enter the lists, but he displayed his extraordinary proficiency in blindfold play by conducting eight games simultaneously against strong players, without seeing the boards. We have already observed that remarkable correctness is a characteristic of Paul Morphy's play, and these blindfold games indicate the same absence of errors already referred to.

While mentioning the subject of blindfold play, we may remark that Paul Morphy's opinion of it is similar to that entertained by Labourdonnais and other great masters. He regards it as a *tour de force*, the requisites for which are the habit of playing chess, memory, and imagination. To these essentials we should add the faculty of abstraction, and the power of picturing on the retina a representation of the chess board and the pieces, as their position alters at every successive move. This last qualification is the one which

will be the least frequently found among men. The power of photographing a picture in the mind—not in vague, dim, shadowy outline, but in all its minute details—is extremely uncommon, and where it exists goes far to constitute what is called genius.

After the Birmingham tournament there was only one object which detained Paul Morphy in England. That object was to play with Mr. Staunton. The chess-playing public are already aware of the circumstances which prevented that match from taking place. The facts are briefly these. Soon after Paul Morphy arrived in this country, the money for the stakes of the English champion was subscribed by various members of the English chess circle. It only remained to name a day and arrange the preliminaries. From time to time the fixing of the period was postponed Mr. Staunton alleging that urgent literary occupations prevented him from practising chess, and that he was unable to afford the time necessary for the match. During the Birmingham meeting, however, a promise was given to appoint a day, but matters remained *in statu quo* till Paul Morphy had departed for France, and then Mr. Staunton, for the same reasons which he had given for the delay, declined to play at all. Upon this there ensued a controversy into which we do not intend to enter.

At the conclusion of the Birmingham festival Mr. Morphy proceeded to Paris; and among our Gallic neighbours added to the laurels he had gathered in England. His arrival caused great excitement in the *Café de la Régence*. The *habitues* of the place and the chess players of Paris hung over the board on which he played with the most profound attention, and his blindfold play excited the highest admiration. A match was at once arranged between Mr. Morphy and Herr Harrwitz, the winner of the first seven games to be the victor. This match however was not played out, though it went far enough to place the result beyond doubt. Victory waited for the American. Eight games were played, of which Paul Morphy scored 5, Herr Harrwitz 2, and 1 was drawn. At that point Herr Harrwitz was compelled by illness to resign. Only two European players were left who could be expected to measure themselves against the young American—Herr von der Lasa, the accomplished chess

writer, and Herr Anderssen, the victor in the great International Tournament of 1851. The former was unfortunately called away by his diplomatic duties to a remote quarter of the globe; but the latter consented to emerge from his studious retirement in the University of Breslau (where he fills the post of Professor of Mathematics), to visit Paris, and meet the knight who kept the list against all comers. The arrangements for the match were simple, and were concluded with the utmost facility. Seven games were to be won by either combatant, and the two masters sat down to the struggle. At the conclusion, the score stood thus—Morphy 7, Anderssen 2, drawn 2.

Having thus encountered and defeated every living player of celebrity, with the solitary exception of one with whom he could not obtain a meeting, Mr. Morphy felt that his mission in Europe had been fulfilled, as far as it was possible. His thoughts turned homewards; and he shortly made arrangements to re-cross the Atlantic.

His departure from Paris was the source of much regret to his continental friends, and his brief second visit to London was a source of equal pleasure to the chess players of Great Britain. His subsequent movements are thus described in a sketch which accompanied a life-like steel plate portrait of Paul Morphy, published in connection with the "Illustrated News of the World."

"From this moment the progress of Mr. Morphy was through a series of ovations, in which chess became but a mere accessory to personal, but well-deserved compliments. The St. George's and the London Chess Clubs each invited him to a public banquet; and all parties of chess players (for chess players, like politicians, are split into sections) laid aside their differences, and united to do him honour. Those parties were attended by many of the aristocracy of rank and talent; and his countrymen will not fail to recognize the cosmopolitan spirit in which their hero was received. To Mr. Morphy these entertainments must have been very gratifying; but with a degree of good taste that demands notice, he declined numerous other invitations of the same kind. During his second brief sojourn in London, his time was occupied with Mr. Löwenthal in the prepara-

tion of an important literary work,* and occasional private visits to the clubs. He had many and strong inducements to return to the United States. His fellow-countrymen had raised him a magnificent honorary testimonial, and were preparing to welcome his re-appearance in a manner which indicated an exalted sense of his character. Reasons, we believe, still more cogent pressed him to leave Europe. Mr. Morphy, as we have shown, does not look upon chess as an employment, but an amusement; and he is desirous of applying his intellectual powers to the profession he has adopted. Let us hope that in such a sphere he may become as widely known and as generally esteemed as he is in what passes under the description of the 'world of chess.' His success in that sphere is without a parallel. It is little more than twelve months since he embarked at New York for England. Never was a reputation so soon and solidly established. He came among us with a local, and returns with an universal fame. His movements in America were recorded in fugitive paragraphs: his marvellous exploits in Europe will become matter of history. If to the renown he has achieved as a chess player he can add the future reputation of a great lawyer, he will supply one of the most curious and suggestive illustrations of the exceptional versatility of genius that humanity has produced. We have firm belief that a career of more than national usefulness is open to Paul Morphy."

The Americans are, it is scarcely necessary to say, exceedingly proud of their representative in the world of chess; and since his return home his merits have been worthily recognized. On the 25th of May, 1859, a vast assembly met in the chapel of the New York University, in order to present him with a testimonial, consisting of a magnificent set of gold and silver chess men and a board of rosewood inlaid with cornelian; and since that time he has been entertained at a grand banquet at Boston, Massachusetts. Other honours have been showered upon him, too numerous for us to detail.

Who may next dispute the palm of chess-chieftaincy with

* The work referred to is the present volume.

Paul Morphy we cannot tell, but we may quote the opinion of M. St. Amant, once the opponent of Mr. Staunton. That distinguished player is reported to have said that Paul Morphy "must in future give odds to every opponent or play single handed against several in Consultation."

The precise character of Mr. Morphy's play will be better understood and appreciated from the games and analysis which constitute this work, than from any description of it which we can give in this Memoir. We may observe, however, that its general features are carefulness, exactitude, concentration, invention, and power of combination. The game of chess may be divided into three parts: the opening, in which a position is striven for; the mid game, in which the position is used; and the end game, in which the results are obtained. The openings depend upon knowledge, and here Paul Morphy with a quickness and accuracy of perception which appears like intuition, seizes upon and employs the best methods developed by the latest analyses. In the turmoil of the mid game his great natural powers in attack and defence are displayed; and the end game he plays with all the mathematical precision of a veteran. He has in the course of a few years attained a position amongst the greatest masters, and long will posterity admire the genius whose marvellous exploits are recorded in the following pages.

BOOK I.

MATCHES WITH ANDERSEN, HARRWITZ,
LÖWENTHAL, MONGREDIEN, "ALTER."

MATCH

BETWEEN

MR. MORPHY AND HERR ANDERSEN.

THIS match, like that with Herr Harrwitz, was played at the Café de la Régence in Paris. It was commenced on the 20th December, 1858, and brought to a conclusion in the short space of eight days. The winner of the first seven games was to be declared victor. At the termination of the match Mr. Morphy had scored 7, Anderssen 2, and 2 had been drawn. This contest excited intense interest throughout the continent of Europe. Herr Anderssen enjoyed the reputation in France, Germany, and elsewhere, of being one of the best players in Europe.

GAME I.—EVANS' GAMBIT.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.

BLACK. (Mr. A.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.

Since Mr. Waller's analysis of this opening ("Chess Player's Chronicle," vol. ix., p. 280) an opinion has gained ground that of the two defences here—B. to R's 4th and B. to B's 4th—the latter is the better. The following moves being given in proof of the weakness of the former:—

6. Castles.
7. P. to Q's 4th.
8. Q. to Kt's 3rd.
9. P. takes P.
10. P. to K's 5th.

5. B. to R's 4th.
6. P. to Q's 3rd.
7. P. takes P.
8. Q. to B's 3rd.
9. B. to Kt's 3rd.
10. P. takes P.

11. P. takes P.
12. Kt. to Kt's 5th.

11. Q. to Kt's 3rd.
12. Kt. to K. R's 3rd.

Mr. W. continues his analysis to the 17th move, and quits it expressing his belief that White has the better game. The author of the "Popular Introduction to Chess" coincides with this opinion, but it appears to us that one important defence has remained unnoticed by both, viz.: Q. Kt. to Q's sq., which seems not only to ward off the attack but actually to give Black a strong defensive position, thus—

13. P. to K's 6th.*
14. R. to K's sq.
15. R. to K's 2nd.

12. Kt. to Q's sq.
13. B. takes P.
14. Q. to B's 4th.†
15. Kt. to K's 2nd.

And White's attack seems parried.

6. P. to Q's 4th.
7. Castles.

6. P. takes P.
7. Kt. to B's 3rd.

Mr. Morphy considers this the best move here, and his opponent, Herr Anderssen seems to agree with him; though some time ago, in an elaborate analysis, he went far to prove that it was a weak defence. The other lines of play available are P. takes P. and P. to Q's 6th, and as no analysis of these has ever appeared in any English work on Chess we refer our readers to the Berlin "Schachzeitung" of 1851, p. 54.

8. P. to K's 5th.

B. to R's 3rd is the preferable move, its efficacy was but lately discovered by Mr. Morphy, who thinks the game should be continued by—

8. P. to Q's 3rd.
8. P. to K's 5th, &c., with a strong attack.

9. B. to Q. Kt's 5th.
10. P. takes P.
11. B. takes Kt.
12. Q. to R's 4th.
13. Q. takes B's P.
14. B. to Kt's 2nd.
15. P. takes B.
16. Kt. to Q's 2nd.

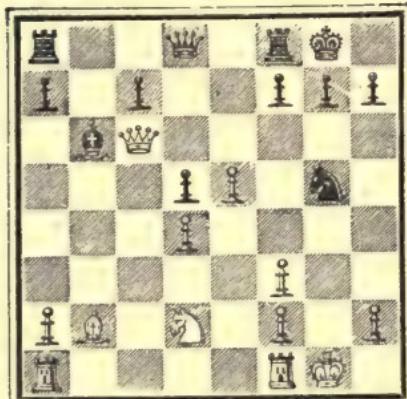
8. P. to Q's 4th.
9. Kt. to K's 5th.
10. Castles.
11. P. takes B.
12. B. to Kt's 3rd.
13. B. to Kt's 5th.
14. B. takes Kt.
15. Kt. to Kt's 4th.

As the situation here is highly instructive we represent the position of the pieces on a diagram:—

* This appears to be White's best move; if 13. R. to K's sq., Black would reply B. to K's 3rd, speedily developing his forces and remaining with a Pawn a-head.

† This move was suggested by Herr Horwitz, who concurs with us in our opinion of the force of Black's 12th move, Kt. to Q's sq.

BLACK.



WHITE.

16. R. to K's sq.

A good move, but we believe that Kt. to R's 6th (ch.) might have been played with even greater effect, for suppose—

17. K. to Kt's 2nd (best.)*
18. Q. R. to K's sq.

16. Kt. to R's 6th (ch.)
17. Q. to R's 5th.
18. Q. R. to K's sq.

and this followed by R. to K's 3rd gives Black a fine attacking game.

It is palpable that, if in place of the text move, Black had played R. to Q. R's 4th, White would have opposed his Bishop at Q. B's 3rd.

17. K. to R's sq.

Judiciously removing his King from a situation where, as we have just shewn, he might have been attacked with success.

18. P. to B's 4th.

17. Kt. to R's 6th.

19. Q. takes Q's P.

18. Q. to R's 5th.

20. K. to Kt's sq.

19. Kt. takes P. (ch.)

It was not immaterial where the King was played, for if posted at Kt's 2nd, the adverse Knight might, with even more force, have been played to Q's 6th, and if the Knight had been captured with Rook, the following variation would probably have arisen :—

20. R. takes Kt.

20. Q. takes R.

* If 17. K. to R's sq.

17. Q. to R's 5th.

18. Q. takes Q's P.

18. Kt. takes P. (ch.)

Black wins the exchange, for if White were to move his King, Black would win a piece by Q. to Kt's 4th (ch.)

21. Q. to Kt's 2nd.
 22. K. takes Q.
 23. Kt. to Kt's 3rd.
 24. P. takes P.

21. Q. takes Q. (ch.)^{*}
 22. Q. R. to Q's sq.
 23. P. to Q. B's 4th.
 24. B. takes P.

And Black ought to win.

21. B. to B's 3rd.
 22. Q. to B's 3rd.
 23. K. to R's sq.
 24. Q. to Kt's 2nd.
 25. R. to K. Kt's. sq.
 26. Q. R. to K's B's sq.

20. Kt. to Q's 6th.
 21. Kt. takes B's P.
 22. Kt. to R's 6th (ch.)
 23. Kt. to Kt's 4th.
 24. Q's R. to Q's sq.
 25. P. to K. R's 3rd.

At first sight, Kt. to K. B's 3rd seems a good move, but such is not the case, e.g.—

26. Kt. to B's 3rd.
 27. Kt. takes Kt.
 28. R. takes Q.

26. Q. to R's 6th.
 27. Q. takes Q. (ch.)
 28. P. takes Kt.

And Black must win.

26. Q. to R's 6th.

Had Black taken the Pawn with his Bishop, White would have moved Kt. to K. B's 3rd, and won the exchange.

27. Q. to B's 6th.

Exchanging Queens would have led to no more favourable result, thus,—

27. Q. takes Q.
 28. R. to Kt's 3rd.
 29. P. to K. R's 4th.
 30. Kt. to K's 4th.
 31. R. takes B's P.

27. Kt. takes Q.
 28. Kt. to Kt's 4th.
 29. Kt. to K's 3rd.
 30. K. to R's sq.
 31. B. takes P.

And wins.

28. Q. to Kt's 2nd.
 29. B. takes B.
 30. Kt. to B's 3rd.
 31. P. to K. R's 4th.
 32. Q. to Kt's 4th.

27. Q. to Q's 2nd.
 28. B. takes P.
 29. Q. takes B.
 30. Q. to Q's 4th.
 31. Kt. to K's 3rd.
 32. Q. to B's 3rd.

* If—

22. B. takes B.
 23. R. to K. Kt's sq.
 24. Kt. to K's 4th.

21. B. takes P.

22. Q. takes B.

23. P. to K. Kt's 3rd.

With a fine attacking game.

And if on the 21st move Black were to take B's P. with Queen, in that case also he must submit to a powerful attack.

33. R. to Kt's 2nd.
 34. Q. to B's 5th.
 35. Q. to B's 6th.

33. R. to Q's 6th.
 34. K. R. to Q's sq.

Threatening to win the Q., or the Game, by R. takes P. (ch.), and here White selected the best mode of pursuing the game, for if--

35. Q. takes B's P. (ch.)*
 36. Kt. to Q's 4th (dis. ch.)
 37. R. takes R. (ch.)
 38. Kt. takes Q.
35. K. takes Q.
 36. R. to K. B's 6th.
 37. Q. takes R.
 38. R. to Q's 8th (ch.)

And must win.

36. Q. to B's 5th.
 37. R. takes R.
 38. K. to R's 2nd.
 39. R. to K. B's 2nd.
 40. Kt. to Q's 2nd.
 41. Q. takes P. (ch.)
 42. Kt. to K's 4th.
 43. Kt. takes R.
 44. Kt. to his 4th.
 45. K. to Kt's 3rd.
 46. K. to R's 2nd.
 47. K. to Kt's 3rd.
 48. K. to R's 2nd.

35. Q. to her 4th.
 36. R. to Q's 8th.
 37. Q. takes R (ch.)
 38. R. to Q's 6th.
 39. R. to K's 6th.
 40. R. to K's 7th.
 41. K. to R's sq.
 42. R. takes R. (ch.)
 43. Q. to her 4th.
 44. Q. takes R's P. (ch.)
 45. Q. to Kt's 6th (ch.)
 46. Q. to B's 7th (ch.)
 47. Q. to B's 6th (ch.)
 48. Q. to B's 3rd.

The series of moves by which the Queen has been brought back to this square is well conceived, she is strongly posted here, defends the Knight, and prevents the check. The Q. R's P. must now advance and win.

49. P. to R's 5th.
 50. Kt. to B's 6th.

49. P. to Q. R's 4th.

A clever device, but frustrated by Mr. Anderssen's accurate play.

51. Q. takes P. (ch.)
 52. Q. to Kt's 6th (ch.)
 53. Q. takes P. (ch.)
 54. Q. to Kt's 6th (ch.)

50. P. takes Kt.
 51. K. to Kt's sq.
 52. K. to B's sq.
 53. K. to his sq.
 54. K. to Q's 2nd.

* And if—

35. Kt. to Kt's 5th.
 36. P. takes Kt.

35. Kt. takes Kt.
 36. R. to K. Kt's 6th.

And wins again.

- | | |
|----------------------------|-------------------------|
| 55. P. to R's 6th. | 55. Q. to her 4th. |
| The only correct reply. | |
| 56. P. to R's 7th. | 56. Q. takes P. (ch.) |
| 57. K. to Kt's sq. | 57. Kt. to his 4th. |
| 58. P. to R's 8th (Queens) | 58. Q. takes Q. |
| 59. Q. takes Kt. | 59. Q. to her 5th (ch.) |

And the game, after having been prolonged for upwards of seventy moves, was eventually won by Black.

GAME II.—RUY LOPEZ KNIGHTS' GAME.

- | WHITE. (Mr. A.) | BLACK. (Mr. M.) |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to Kt's 5th. | 3. P. to Q. R's 3rd. |
| 4. B. to R's 4th. | 4. Kt. to B's 3rd. |
| 5. P. to Q's 3rd. | |

This is not the correct move, being of a defensive, in place of an aggressive character; Castles, or P. to Q's 4th, is to be more strongly recommended. The Ruy Lopez attack, if properly conducted, is one of the strongest known. The defence is protracted and difficult, and the second player can but slowly develope his game. White's last move, however, allows Black at once to bring out his K's B., and neutralize the advantage in position which the first player should here possess.

- | | |
|-------------------|-----------------------|
| 6. P. to B's 3rd. | 5. B. to B's 4th. |
| | 6. P. to Q. Kt's 4th. |

The student will perceive the importance of P. to Q. R's 3rd on the third move in the defence, since with P. to Q. Kt's 4th subsequently, the adverse Bishop is forced to a square on which he is rendered comparatively harmless.

7. B. to B's 2nd.

We much prefer B. to Kt's 3rd.

- | | |
|----------------------|---------------------------|
| 8. P. takes P. | 7. P. to Q's 4th. |
| 9. P. to K. R's 3rd. | 8. Kt. takes P. |
| 10. Castles. | 9. Castles. |
| 11. P. to Q's 4th. | 10. P. to R's 3rd. |
| 12. P. takes P. | 11. P. takes P. |
| 13. Kt. to B's 3rd. | 12. B. to Kt's 3rd. |
| 14. B. to Kt's sq. | 13. K. Kt. to Q. Kt's 5th |
| | 14. B. to K's 3rd. |

If—

15. B. to K's 4th.
 16. P. to R's 3rd.
 17. Q. takes Kt.
 18. Kt. takes Kt.
 19. B. takes P.

14. Kt. takes P.*
 15. P. to Q. B's 3rd (best.)
 16. Kt. takes Kt. (ch.)
 17. Kt. to Q's 4th.
 18. P. takes Kt.

And White has at least as good a game as Black.

15. P. to R's 3rd.
16. Kt. to K's 2nd.

15. Kt. to Q's 4th.

With the object of defending the Q's P., and threatening at the same time the terrible move of Q. to B's 2nd, which would win a piece.

16. Kt. to B's 3rd.

The best move, opening an advantageous path for the Q's B., besides frustrating the designs of the adversary.

17. B. to K's 3rd.

17. R. to K's sq.

B. to Q's 4th might also have been played, though we prefer the move adopted.

- ### 18. Kt. to Kt's 3rd.

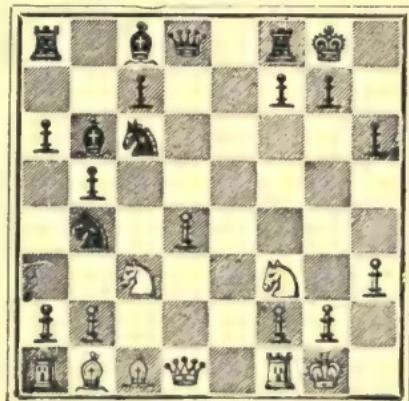
18. B. to his 5th.

19. Kt. to B's 5th.

Mr. Anderssen preferred the sacrifice of the exchange to giving up the command of the diagonal occupied by his K's B., which he would have

* If Black were to take Pawn with Bishop, White would equally regain the Pawn by B. to K's 4th. The position being one of interest, we give a diagram in illustration of it, after White's 14th move —

BLACK.

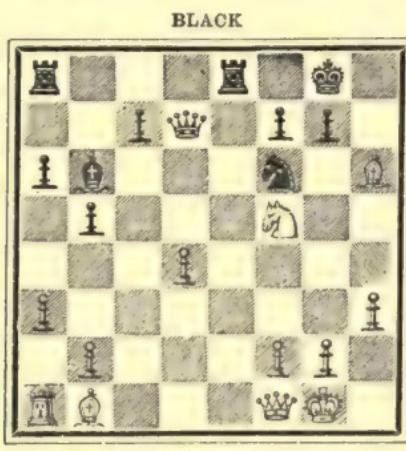


WHITE.

done by playing B. to Q's 3rd; R. to K's sq. would have lost him a Pawn, as Black would have replied with Kt. takes Q's P., &c.

- | | |
|------------------------|---------------------|
| 20. Q. takes B. | 19. B. takes R. |
| 21. K. Kt. to R's 4th. | 20. Kt. to K's 2nd. |
| 22. Kt. takes Kt. | 21. Kt. takes Kt. |
| 23. B. takes P. | 22. Q. to her 2nd. |

From personal experience we know how dangerous it is to make a sacrifice such as this in contending with Mr. Morphy, whose insight into a difficult position is such as to enable him to hit the blot which almost invariably accompanies the giving up of a piece for a Pawn. Mr. Anderssen, however, here follows up the game with great accuracy and ingenuity, and the result does him much credit. The following is the position of the forces:—



WHITE.

- | | |
|----------------------|-----------------|
| 24. Q. to Q. B's sq. | 23. P. takes B. |
| | 24. B. takes P. |

Kt. to R's 2nd were the correct move, as may be gleaned from the variation following, e.g.—

- | | |
|---------------------------------|---------------------------------|
| 25. Q. takes R's P. | 24. Kt. to R's 2nd. |
| 26. B. to R's 2nd (ch.) or (A.) | 25. P. to K. B's 3rd. |
| 27. Kt. to K. R's 4th. | 26. K. to R's sq. |
| (A.) | 27. R. to K. Kt's sq., and wins |
| 26. Kt. to K. R's 4th. | 26. R. to K's 8th (ch.) |
| 27. K. to R's 2nd. | 27. R. takes B., and wins. |
| 25. Q. takes R's P. | 25. R. to K's 8th (ch.) |

From this point to the close the game is highly interesting.

- | | |
|--------------------------|---------------------|
| 26. K. to R's 2nd. | 26. Kt. to K's 5th. |
| 27. B. takes Kt. | 27. R. takes B. |
| 28. Q. to Kt's 5th (ch.) | 28. K. to B's sq. |
| 29. Q. to R's 6th (ch.) | 29. K. to his sq. |
| 30. Kt. takes B. | |

The last series of moves is admirably played by the German master
 30. Q. to her 3rd (ch.)

Played with judgment; it is obvious that taking the Kt., with either Q. or R., would have been disadvantageous, as White would have won a Rook, and remained with even pieces.

- | | |
|------------------------|-----------------------|
| 31. Q. takes Q. | 31. P. takes Q. |
| 32. R. to Q's sq. | 32. K. to B's sq. |
| 33. R. to Q's 2nd. | 33. Q. R. to K's sq. |
| 34. P. to K. Kt's 4th. | 34. Q. R. to K's 4th. |
| 35. P. to B's 3rd. | 35. R. to K's 8th. |
| 36. P. to K. R's 4th. | 36. R. to Q's 4th. |
| 37. K. to Kt's 3rd. | 37. P. to R's 4th. |
| 38. P. to R's 5th. | 38. K. to Kt's sq. |
| 39. K. to B's 2nd. | 39. R. to K's sq. |
| 40. K. to Kt's 3rd. | 40. R. to K's 8th. |
| 41. K. to B's 4th. | 41. K. to R's 2nd. |

And, each player persisting in his move, the game was by mutual consent declared a draw.

GAME III.—RUÝ LOPEZ KNIGHT'S GAME.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. P. to Q's 4th.
5. Kt. takes Kt.
6. P. to K's 5th.

BLACK. (Mr. A.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to B's 3rd.
4. Kt. takes Q's P.
5. P. takes Kt.
6. P. to B's 3rd.

A weak move, and the cause of all Black's subsequent embarrassment.

7. Castles.*
8. B. to Kt's 5th.

Much stronger play than taking the Knight at once.

7. P. takes B.

The correct rejoinder. If P. to K. R's 3rd, White can play either R. to K's sq. or P. takes Kt., and win easily in each case.

9. P. takes Kt.

9. B. takes P.

P. takes P. would have been equally disastrous, for the reply of White would have been Q. takes P., with a won game.

10. R. to K's sq. (ch.)

10. K. to B's sq.

11. B. takes B.

11. Q. takes B.

12. P. to Q. B's 3rd.

12. P. to Q's 4th.

13. P. takes P.

13. B. to K's 3rd.

14. Kt. to B's 3rd.

14. P. to Q. R's 3rd.

15. R. to K's 5th.

15. R. to Q's sq.

16. Q. to Kt's 3rd.

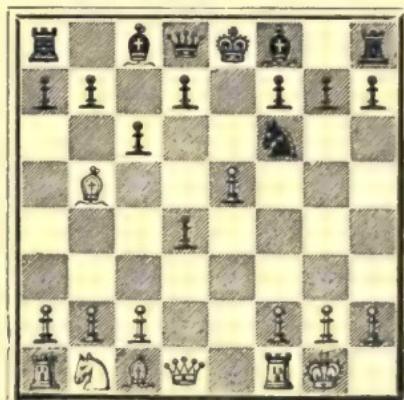
16. Q. to K's 2nd.

17. Q. R. to K's sq.

Ably and vigorously followed up.

* As the position here is somewhat unusual in the Ray Lopez Opening, we append a diagram representing the forces after White's seventh move :—

BLACK.



WHITE

17. P. to K. Kt's 4th.

Apprehensive of the advance of the K. B's P.

18. Q. to her sq. 18. Q. to B's 3rd.

19. Q. R. to K's 3rd. 19. R. to K. Kt's sq.

Losing the game off hand, but it was previously beyond recovery.

20. R. takes B. 20. P. takes R.

21. R. to K. B's 3rd.

And wins.

GAME IV.—RUY LOPEZ KNIGHT'S GAME.

WHITE. (Mr. A.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. B. to R's 4th.
5. P. to Q's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to Q. R's 3rd.
4. Kt. to B's 3rd.

A line of play, as we have previously stated, that we can in no-wise recommend.

6. P. to B's 3rd.
7. B. to B's 2nd.

B. to Q. Kt's 3rd is the better move.

7. P. to Q's 4.

Obtaining a fine open game.

8. P. takes P.
9. P. to K. R's 3rd.
10. Castles.
11. P. to Q's 4th.
12. P. takes P.
13. Kt. to B's 3rd.
14. B. to Kt's sq.
15. P. to R's 3rd.
16. B. to K's 3rd.
17. Q. to her 2nd.
18. R. to Q's sq.
8. Kt. takes P.
9. Castles.
10. P. to R's 3rd.
11. P. takes P.
12. B. to Kt's 3rd.
13. K. Kt. to Q. Kt's 5th.
14. B. to K's 3rd.
15. Kt. to Q's 4th.
16. Kt. to B's 3rd.
17. R. to K's sq.
18. B. to Q's 4th.

Kt. to Q. R's 4th would have led to some interesting positions, but the move in the text is probably safer.

19. Kt. to K's 5th. 19. Q. to her 3rd.

Mr. Morphy has favoured us with the following variation, proving that Black would have gained nothing by the capture of the Knight : e.g.—

- | | |
|--------------------------------|---------------------------|
| 20. P. takes Kt. | 19. Kt. takes Kt. |
| 21. B. takes B. (best) or (A). | 20. R. takes P. |
| 22. B. to R's 2nd. | 21. P. takes B. |
| 23. Kt. takes B. | 22. Q. to K's sq. or (B.) |
| 24. B. takes Kt. | 23. Kt. takes Kt. |
| 25. B. takes P. (ch.) | 24. R. to Q's sq. |
| 26. Q. takes R. or (C.) | 25. K. takes B. |
| 27. K. to R's 2nd. | 26. R. to K's 8th (ch.) |
| 28. R. takes Q. | 27. Q. takes Q. |
| 29. R. to Q. Kt's 8th. | 28. R. takes R. |
| 30. R. takes Kt's P. | 29. R. to his 7th. |
| 31. R. takes Q. R's P. | 30. R. takes Kt's P. |
| | 31. R. takes B's P. |

Even game.

- | | |
|------------------------|--------------------|
| | (A.) |
| 21. B. to B's 4th. | 21. R. to his 4th. |
| 22. P. to K. Kt's 4th. | 22. Kt. takes P. |
| 23. Kt. takes B. | 23. Q. to R's 5th. |

With a fine game.

- | | |
|-------------------------|-------------------------|
| | (B.) |
| 23. B. takes B. (best.) | 22. Q. to K's 2nd. |
| 24. B. takes P. (ch.) | 23. R. to Q's sq. |
| 25. Q. takes R. | 24. K. takes B. |
| 26. K. to R's 2nd. | 25. R. to K's 8th (ch.) |
| 27. R. takes Q. | 26. Q. takes Q. |
| 28. R. to Q's 6th. | 27. R. takes R. |
| 29. R. takes P. | 28. R. to Q. B's 8th. |
| 30. R. takes R's P. | 29. R. to B's 7th. |
| 31. R. to Kt's 6th, &c. | 30. R. takes Kt's P. |

- | | |
|----------------------------|------------------------|
| | (C.) |
| 26. Q. to K. B's 4th (ch.) | 26. K. to his 3rd. |
| 27. R. to K's sq. | 27. Q. R. to Q's 4th.* |
| 28. Q. R. to Q's sq. | 28. Q. to B's 3rd. |

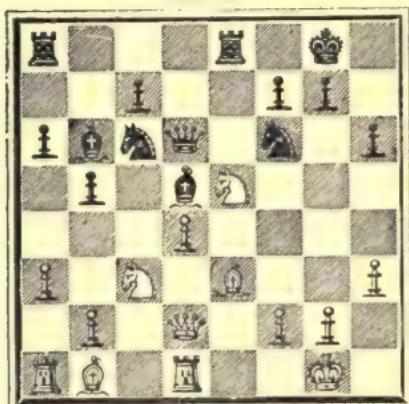
And the game is even.

20. Q. to Q. B's 2nd.

Threatening to win a piece. The position is exceedingly complicated and well worthy of attention, and we accordingly illustrate it with a diagram :—

* We believe that this move is an oversight on Mr. Morphy's part, as in reply to it White has only to take R. with R. (ch.), and then R. with Q. (ch.), and in the next place to play R. to K. (ch.), to remain a R. a-head, and with an easily won game. Perhaps instead of 27. Q. R. to Q's 4th, Mr. Morphy may have meant to say 27. Q. to R's 4th: but even in that case White it appears to us has an advantage.

BLACK.



WHITE.

It would seem that White might have derived some advantage by taking the Bishop, and so he would if Queen had retaken Knight, by playing 21. B. to Q. R's 2nd, but instead of that move Black would have replied as follows :—

- | | |
|-------------------------|------------------------|
| 20. Kt. takes B. | 20. Kt. takes Kt. |
| 21. Q. to Q. B's 2nd. | 21. Kt. takes B. |
| 22. P. takes Kt. | 22. Kt. takes Kt. |
| 23. P. takes Kt. | 23. Q. takes P. |
| 24. Q. to R's 7th (ch.) | 24. K. to B's sq. |
| 25. B. to K. B's 5th. | 25. B. takes P. (ch.) |
| 26. K. to R's sq. | 26. P. to K. Kt's 3rd. |

With a superior game.

21. B. takes Kt.
22. Kt. takes B.
20. Kt. takes P.
21. B. takes B.
22. Q. takes K's Kt.

If Black, instead, had taken the Q's Kt., his adversary might have played Kt. to Q. B's 6th, and won a piece.

23. Kt. takes Kt. (ch.) 23. Q. takes Kt.
 24. Q. to R's 7th (ch.) 24. K. to B's sq.

Herr Anderssen's terrible attack is now over, and the position is reduced to an end game of a simple character. As the adverse Bishops range on diagonals of a different colour, the promised result would seem to be a drawn game, and Mr. Morphy merits high praise not only for his patient defence against an attack so skilfully conducted, but for his skill in, after all, terminating the game in his own favour.

- | | |
|------------------------|-----------------------|
| 25. B. to K's 4th. | 25. Q. R. to Q's sq. |
| 26. K. to R's sq. | 26. B. takes Kt's P. |
| 27. Q's R. to Kt's sq. | 27. R. takes R. (ch.) |

- | | |
|-------------------------|-----------------------|
| 28. R. takes R. | 28. Q. takes P. |
| 29. Q. to R's 8th (ch.) | 29. K. to K's 2nd. |
| 30. Q. to R's 7th. | 30. B. to K's 4th. |
| 31. B. to B's 3rd. | 31. Q. to Kt's 6th. |
| 32. K. to Kt's sq. | 32. Q. to Kt's 3rd. |
| 33. Q. takes Q. | 33. P. takes Q. |
| 34. B. to Kt's 7th. | 34. R. to Q. Kt's sq. |
| 35. B. takes P. | 35. P. to B's 3rd. |
| 36. K. to B's 2nd. | 36. B. to Q's 3rd. |
| 37. R. to Q's 3rd. | 37. K. to Q's 2nd. |
| 38. K. to K's 2nd. | 38. R. to Q. R's sq. |

A cursory view of the position would lead to the inference that Black might have won the imprisoned Bishop by K. to B's 2nd, but he would have escaped as follows:—

- | | |
|-----------------------------|---------------------------|
| 39. P. to Q. R's 4th. | 38. K. to B's 2nd. |
| 40. P. takes P. | 39. B. to his sq. (or A.) |
| 41. R. to B's 3rd (ch.) | 40. P. takes P. |
| 42. R. to Q's 3rd (ch.) &c. | 41. K. to Q's 2nd (best.) |

(A.)

- | | |
|--------------------------------|----------------------------|
| 40. P. takes P. | 39. B. to K's 4th. |
| 41. R. to Q's 5th, winning a P | 40. P. takes P. |
| 39. B. to Q. Kt's 7th. | 39. R. takes P. |
| 40. B. to B's 8th (ch.) | 40. K. to B's 2nd. |
| 41. R. to Q's sq. | 41. R. to R's 7th (ch.) |
| 42. K. to B's 3rd. | 42. B. to Q. B's 4th. |
| 43. B. to K's 6th: | 43. R. to K. B's 7th (ch.) |
| 44. K. to Kt's 3rd. | 44. R. to B's 3rd. |
| 45. R. to Q's 7th (ch.) | 45. K. to Kt's 3rd. |
| 46. B. to K. Kt's 4th. | 46. B. to Q's 3rd (ch.) |
| 47. K. to R's 4th. | 47. P. to Q. B's 4th. |
| 48. B. to B's 3rd. | 48. P. to B's 5th. |
| 49. R. takes P. | 49. R. to B's 5th (ch.) |
| 50. B. to Kt's 4th. | 50. P. to B's 6th. |
| 51. P. to Kt's 3rd. | 51. R. takes B. (ch.) |

And White resigned.

GAME V.—IRREGULAR OPENING.

WHITE. (Mr. M.)

BLACK. (Mr. A.)

1. P. to K's 4th.

1. P. to Q's 4th.

We do not approve of this mode of playing the close opening.

2. P. takes P.

It would have been bad play to have advanced the P. to K's 5th, as Black would have replied with P. to K's 3rd, and followed that move with P. to Q. B's 4th. The position then is similar to one that arises in the French opening where the first player has an inferior game.

2. Kt. to K. B's 3rd.

3. P. to Q's 4th.

This is much better than B. to Q. Kt's 5th (ch.). It is a novelty, and its adoption in this match, along with its intrinsic force, is an evidence that in this part of the game, as in all others, Mr. Morphy has eminent judgment of position.

4. P. to Q. B's 4th.

3. Kt. takes P.

5. Kt. to Q. B's 3rd.

4. Kt. to K. B's 3rd.

6. Kt. to B's 3rd.

5. B. to B's 4th.

7. B. to K's 3rd.

6. P. to K's 3rd.

8. Q. to Kt's 3rd.

7. B. to Q. Kt's 5th.

Had White played 8. Q. to R's 4th (ch.), Black would have obtained an even game as follows:

9. Kt. to K's 5th.

8. Kt. to B's 3rd.

10. Kt. takes Kt.

9. Castles.

11. P. takes B.

10. B. takes Kt. (ch.)

and whether (says Mr. Morphy) White take the Pawn or not, in either case his opponent has an equal game.

9. P. takes B.

8. B. takes Kt. (ch.)

10. Kt. to Q's 2nd.

9. B. to K's 5th.

11. B. to Q's 3rd.

10. B. to B's 3rd.

12. Q. to B's 2nd.

11. Q. Kt. to Q's 2nd.

Necessary, as otherwise Black might have played Kt. to Q. B's 4th, with the view of exchanging the Knight (which was comparatively useless) for the adverse Bishop, which occupied a commanding position.

13. Castles.

12. P. to K. R's 3rd.

13. Castles.

14. Q. R. to K's sq.
15. P. to K. R's 3rd.

14. P. to Q. Kt's 3rd.
15. Q. to B's sq.

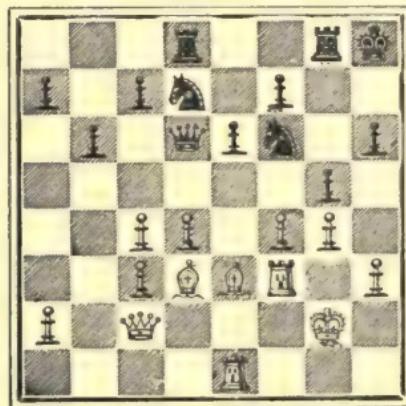
The purport of this move is not very evident, but Mr. Anderssen's game was cramped, and he probably had it in view to bring the Queen to her Knight's 2nd, and commence an attack on his adversary's K. Kt's P. The Queen could not have been played to King's 2nd, for White would have replied with B. to K. B's 4th, threatening P. to Q's 5th, &c.

16. K. to R's 2nd.
17. R. to K. Kt's sq.
18. P. to Kt's 4th.
19. P. to B's 4th.
20. R. to Kt's 3rd.
21. Kt. to B's 3rd.
22. R. takes B.
23. K. to Kt's 2nd.

16. K. to R's sq.
17. R. to K. Kt's sq.
18. P. to K. Kt's 4th.
19. Q. to B's sq.
20. R. to Q's sq.
21. B. takes Kt.
22. Q. to Q's 3rd.

A complicated and very interesting position, in which both masters display great skill and wonderful fertility of resource; we give a diagram, shewing the position of the forces:—

BLACK.



WHITE.

23. Kt. to R's 4th.

A very brilliant conception, and one that would probably have resulted successfully against a less formidable opponent than Mr. M. White threatened to take P. with P. and then play R. to K. R's sq., and it is not easy to discover the mode of parrying the attack.

24. P. takes P.
25. P. takes Kt.

24. P. takes P.
25. P. to Kt's 5th.

26. P. takes P.
 27. K. to B's sq.
 28. Q. to K. B's 2nd.

26. R. takes P. (ch.)
 27. P. to K. B's 4th.

White has a difficult game, though he remains with a piece a-head, and extreme accuracy and care were required to avert the threatened dangers.

28. Kt. to K's 4th.

From its nature Black's game is lost, but this is his best mode of maintaining the remnant of his attack.

29. P. takes Kt.

He might also have played B. to K. B's 4th, and in that case the desired end would perhaps have been still more quickly attained, because Black would have been compelled to capture the Bishop with his Rook, to which the answer from White would have been R. takes Kt., winning easily.

30. Q. to K's 2nd.
 31. B. to B's 2nd.
 32. R. to Q's sq.
 33. Q. takes R.
 34. Q. to Q's 3rd.
 35. R. to Kt's 3rd.
 36. Q. takes Q.

29. Q. takes B. (ch.)
 30. Q. to K's 5th.
 31. Q. to B's 3rd.
 32. R. takes R. (ch.)
 33. Q. takes P. (ch.)
 34. Q. takes R's P.
 35. Q. to B's 5th.
 36. R. takes Q.

Considering the confined position of Black's King, his two Pawns are no equivalent for the piece, and insufficient to secure the draw.

37. R. to Kt's 6th.
 38. P. to Q. B's 4th.
 39. K. to K's 2nd.
 40. R. takes P.
 41. K. to B's 3rd.
 42. R. to K's Kt's 6th.
 43. R. to Kt's sq.
 44. P. to K's 6th.
 45. R. to Q. R's sq.
 46. R. takes P.
 47. K. to B's 4th.
 48. K. takes P.
 49. K. to Kt's 4th.
 50. R. to R's 8th (ch.)

37. R. to B's 3rd.
 38. P. to R's 4th.
 39. R. takes P.
 40. R. to B's 7th (ch.)
 41. P. to R's 5th.
 42. R. to B's 5th.
 43. P. to R's 6th.
 44. P. to R's 7th.
 45. R. to K's 5th.
 46. R. takes P.
 47. R. to Q's 3rd.
 48. R. to Q's 4th (ch.)
 49. P. to Kt's 4th.
 50. K. to R's 2nd.

51. R. to R's 7th.
 52. B. to Kt's 3rd.
 53. K. to R's 4th.

51. R. to Q's 2nd.
 52. R. to Kt's 2nd (ch.)

And wins.

GAME VI.—SICILIAN OPENING.

WHITE. (Mr. A.)

1. P. to Q. R's 3rd.

BLACK. (Mr. M.)

Our readers will possibly be surprised to see so practised a veteran as Herr Anderssen having recourse to a *début* so unusual and bizarre; but it may be explained by the fact of his having found himself out-played in openings of a regular character, with which he felt himself to be well acquainted. To Mr. Morphy it seems to make no difference, nor should we expect it would to one so well versed in the principle of the game as he is.

2. P. to Q. B's 4th.
 3. Kt. to Q. B's 3rd.
 4. P. takes P.
 5. P. to K's 3rd.

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.
 3. P. to Q's 4th.
 4. Kt. takes P.
 5. B. to K's 3rd.

Herr Anderssen, in adopting the move of P. to Q. R's 3rd, had it no doubt partly in view to produce a position in accordance with that of the Sicilian opening, and prevent the Knight at this juncture from being brought to Q. Kt's 5th.

6. Kt. to B's 3rd.
 7. B. to K's 2nd.
 8. P. to Q's 4th.
 9. P. takes Kt.
 10. Kt. to Q's 2nd.

6. B. to Q's 3rd.
 7. Castles.
 8. Kt. takes Kt.
 9. P. to K's 5th.
 10. P. to K. B's 4th.

Thus early Black has obtained an excellent game.

11. P. to K. B's 4th.
 12. B. to B's 4th.
 13. Kt. takes B.
 14. P. takes P.
 15. Castles.
 16. Q. to Kt's 3rd.
 17. R. to Kt's sq.
 18. Q. to R's 2nd.

11. P. to K. Kt's 4th.
 12. B. takes B.
 13. P. takes P.
 14. Q. to K's sq.
 15. Q. to B's 3rd.
 16. Q. to Q's 4th.
 17. P. to Kt's 3rd.

With the intention of attacking the Q. with R. at Kt's 5th, for the R. could not then be captured, as the loss of the Queen would immediately follow.

18. P. to B's 3rd.

P. to Kt's 4th of course could not have been played for the reason given in the previous note.

- | | |
|---------------------|---------------------|
| 19. Q. to K's 2nd. | 19. Kt. to Q's 2nd. |
| 20. Kt. to K's 3rd. | 20. Q. to K's 3rd. |
| 21. P. to B's 4th. | 21. Kt. to B's 3rd. |
| 22. R. to Kt's 3rd. | 22. K. to B's 2nd. |

In order that he might place the Rook on the vacated square.

- | | |
|---------------------|-----------------------|
| 23. B. to Kt's 2nd. | 23. Q. R. to B's sq. |
| 24. K. to R's sq. | 24. R. to K. Kt's sq. |
| 25. P. to Q's 5th. | 25. P. takes P. |
| 26. P. takes P. | 26. Q. to Q's 2nd. |

If the Pawn had been taken, White might with great advantage have played Q. to R's 5th (ch.)

- | | |
|--------------------------|-----------------------|
| 27. Kt. to B's 4th. | 27. K. to K's 2nd. |
| 28. B. takes Kt. (ch.) | 28. K. takes B. |
| 29. Q. to Kt's 2nd (ch.) | 29. K. to B's 2nd. |
| 30. R. to R's 3rd. | 30. R. to Kt's 2nd. |
| 31. Q. to Q's 4th. | 31. K. to Kt's sq. |
| 32. R. to R's 6th. | 32. B. to B's sq. |
| 33. P. to Q's 6th. | 33. R. to K. B's 2nd. |
| 34. R. to R's 3rd. | |

If Kt. to K's 5th, the reply would have been Q. to Q. Kt's 4th, followed by B. takes R.

34. Q. to R's 5th.

A good move, as it hampers White's game exceedingly.

- | | |
|----------------------|--------------------|
| 35. R. to Q. B's sq. | 35. R. to B's 4th. |
|----------------------|--------------------|

Necessary to prevent White from playing Q. to Q's 5th, and then Q. to K's 6th. If—

- | | |
|--|---------------------------|
| 36. P. to Q's 7th. | 35. P. to Q. Kt's 4th. |
| 37. R. to Kt's 3rd (ch.) | 36. R. to Q's sq. (best.) |
| 38. R. takes B. (ch.) | 37. B. to Kt's 2nd. |
| 39. Q. to her 5th (ch.), followed by Kt. to K's 5th, with the better game. | 38. R. takes R. |

- | | |
|--------------------------|---------------------|
| 36. R. to Kt's 3rd (ch.) | 36. B. to Kt's 2nd. |
| 37. P. to R's 3rd. | 37. K. to R's sq. |

38. Kt. takes B.

39. R. to B's 3rd.

38. R. takes R.

39. P. to K's 6th.

The only move. If K. to Kt's sq., then Mr. Morphy suggests —

40. R. to K. Kt's 3rd.

41. P. to Q's 7th.

40. R. takes R., or (A.)

And must win.

(A.)

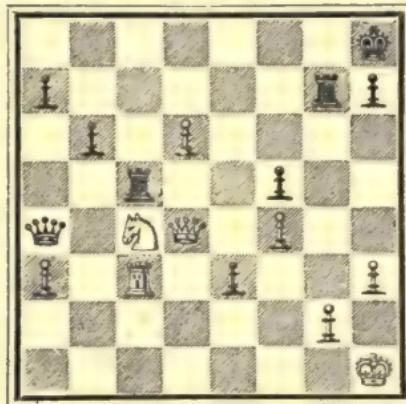
40. Q. to Q's 2nd.

41. Kt. to K's 5th.

41. R. takes Kt.

42. R. takes R. (ch.), followed by P. takes R., and wins; we give
a diagram :—

BLACK.



WHITE.

40. R. takes P.

White might have drawn the game by Q. to K. B's 6th.

40. R. takes Kt.

41. Q. to B's 6th.

41. R. to B's 8th (ch.)

42. K. to R's 2nd.

42. Q. takes P. (ch.)

And wins.

—

GAME VII.—IRREGULAR OPENING.

WHITE. (Mr. M.)

BLACK. (Mr. A.)

1. P. to K's 4th.

1. P. to Q's 4th.

We consider this mode of evading an open game to be decidedly inferior to either P. to K's 3rd or P. to Q. B's 4th (the French and Sicilian Openings), though some short time ago it was in high repute, and was even adopted by Mr. Staunton, in some of his games, on the occasion of the Birmingham Meeting.

2. P. takes P.

2. Q. takes P.

3. Kt. to Q. B's 3rd.

3. Q. to Q. R's 4th.

Q. to her sq. is frequently played, but the move in the text is preferable.

4. P. to Q's 4th.

4. P. to K's 4th.

5. P. takes P.

5. Q. takes P. (ch.)

6. B. to K's 2nd.

6. B. to Q. Kt's 5th.

7. Kt. to B's 3rd.

Sacrificing a Pawn in order to obtain a more speedy development of his forces.

8. P. takes B.

7. B. takes Kt. (ch.)

9. B. to Q's 2nd.

8. Q. takes P. (ch.)

10. R. to Q. Kt's sq.

9. Q. to B's 4th.

11. Castles.

10. Kt. to Q. B's 3rd.

12. B. to K. B's 4th.

11. Kt. to B's 3rd.

12. Castles.

Attempting to defend the Q. B's P. would have only led him into difficulties.

13. B. takes P.

13. Kt. to Q's 5th.

14. Q. takes Kt.

14. Q. takes B.

15. B. to Q's 3rd.

15. B. to Kt's 5th.

16. Kt. to his 5th.

16. K. R. to Q's sq.

17. Q. to Q. Kt's 4th.

17. B. to his sq.

There appears to be no other mode of saving the Pawn, for if Black had played P. to Q. Kt's 3rd, White would have taken R's P. with Kt., and won a Pawn.

18. K. R. to K's sq.

18. P. to Q. R's 4th.

19. Q. to K's 7th.

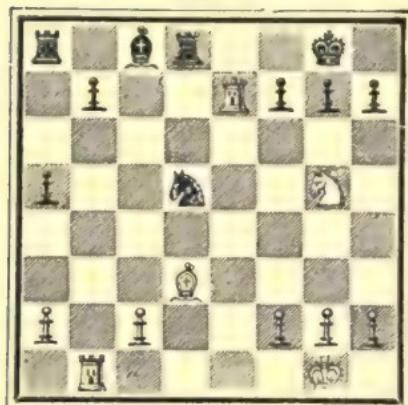
19. Q. takes Q.

20. R. takes Q.

20. Kt. to Q's 4th.

This is an instructive position, and consequently we represent it on a diagram:—

BLACK.



WHITE.

- | | |
|-----------------------|---------------------|
| 21. B. takes P. (ch.) | 21. K. to R's sq. |
| 22. R. takes B's P. | 22. Kt. to B's 6th. |
| 23. Q. R. to K's sq. | 23. Kt. takes P. |
| 24. R. to B's 4th. | 24. R. to R's 3rd. |
| 25. B. to Q's 3rd. | |

And wins.

GAME VIII.—IRREGULAR OPENING.

WHITE. (Mr. A.)

1. P. to Q. R's 3rd.
2. P. to Q. B's 4th.
3. Kt. to Q. B's 3rd.
4. P. takes P.
5. P. to K's 3rd.
6. Kt. to B's 3rd.
7. B. to K's 2nd.
8. P. to Q's 4th.
9. P. takes Kt.
10. Kt. to Q's 2nd.
11. P. to K. B's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. B. to K's 3rd.
6. B. to Q's 3rd.
7. Castles.
8. Kt. takes Kt.
9. P. to K's 5th.
10. P. to K. B's 4th.

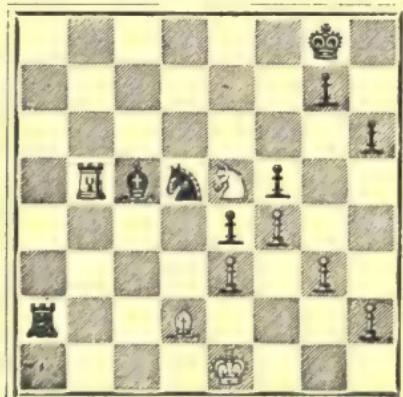
Taking means to stop the further advance of the King's Bishop's Pawn, from which White evidently apprehended danger; the range of the adverse King's Bishop is moreover restricted by this move.

11. Q. to R's 5th (ch.)
12. P. to Kt's 3rd.
12. Q. to R's 6th.

- | | |
|--------------------------------------|------------------------|
| 13. B. to his sq. | 13. Q. to R's 3rd. |
| 14. P. to B's 4th. | 14. P. to B's 3rd. |
| 15. P. to B's 5th. | 15. B. to Q. B's 2nd. |
| 16. B. to B's 4th. | 16. Kt. to Q's 2nd. |
| 17. Castles. | 17. P. to Q. Kt's 4th. |
| 18. P. takes P., <i>en passant</i> . | 18. P. takes P. |
| 19. Q. to Kt's 3rd. | 19. K. R. to K's sq. |
| 20. B. to Kt's 2nd. | 20. P. to Q. Kt's 4th. |
| 21. B. takes B. (ch.) | 21. Q. takes B. |
| 22. Q. to B's 2nd. | 22. Q. to her 4th. |
| 23. K. R. to Q. B's sq. | 23. R. to his 3rd. |
| 24. P. to Q. R's 4th. | 24. K. R. to Q. R's ♜. |
| 25. P. takes P. | 25. Q. takes Kt's P. |
| 26. Q. to B's 4th (ch.) | 26. Q. takes Q. |
| 27. Kt. takes Q. | 27. R. takes R. |
| 28. B. takes R. | 28. Kt. to B's 3rd. |
| 29. B. to his 3rd. | 29. R. to his 7th. |
| 30. B. to Q's 2nd. | 30. Kt. to Q's 4th. |
| 31. K. to B's sq. | 31. B. to Q's sq. |
| 32. K. to his sq. | 32. B. to K's 2nd. |
| 33. R. to Kt's sq. | 33. P. to R's 3rd. |
| 34. Kt. to K's 5th. | 34. P. to B's 4th. |
| 35. P. takes P. | 35. B. takes P. |
| 36. R. to Kt's 5th. | 36. Kt. takes K's P. |

Very prettily played. We give a diagram of the position previously to this move being made:—

BLACK.



WHITE.

37. K. takes B.

38. K. to his 2nd.

If K. to Q's sq., Black would equally have pushed on his K's P

39. Kt. to B's 3rd.

40. R. to Q's 5th.

41. R. to Q's 6th.

42. P. to R's 4th.

43. R. takes Q's P.

37. Kt. to his 7th (ch.)

38. P. to K's 6th.

39. P. to Kt's 3rd.

40. K. to B's 2nd.

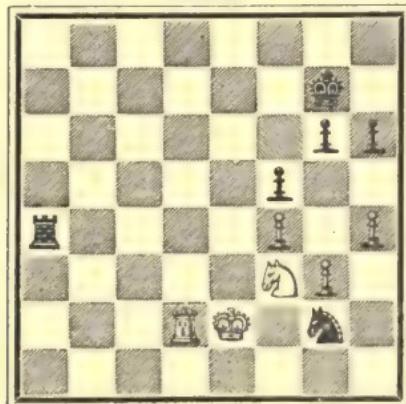
41. K. to Kt's 2nd.

42. P. takes B.

43. R. to his 5th.

This mode of securing the draw is highly ingenious, and leads to a result which his opponent cannot obviate, play as he may; we again furnish a diagram for the benefit of the student:—

BLACK



WHITE.

44. K. to B's 2nd.

45. P. takes Kt.

46. R. to Q's 4th.

47. Kt. takes R.

48. K. to his 3rd.

49. P. to R's 5th.

50. Kt. to B's 3rd (ch.)

44. Kt. takes B's P

45. R. takes P.

46. R. takes R.

47. K. to B's 3rd.

48. P. to Kt's 4th.

49. K. to his 4th.

50. K. to B's 3rd.

And the game was declared drawn.

GAME IX.—SICILIAN OPENING.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Kt. to K. B's 3rd.
4. Kt. takes P.
5. Kt. to Kt's 5th.

BLACK. (Mr. A.)

1. P. to Q. B's 4th.
2. P. takes P.
3. Kt. to Q. B's 3rd.
4. P. to K's 3rd.
5. P. to Q's 3rd.

This is better than P. to Q. R's 3rd, but even now the K's B. is shut in, and the Q's P. rendered weak.

6. B. to K. B's 4th.

Correctly played, compelling the advance of the K's P., thereby leaving the Q's P. behind, weak and unsupported.

6. P. to K's 4th.

7. B. to K's 3rd.

7. P. to B's 4th.

P. to Q. R's 3rd would have been sounder play, but even then the game would have been in favour of the first player.

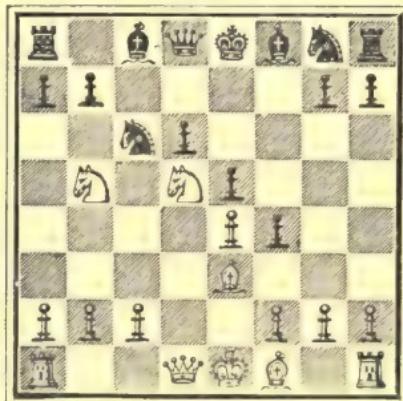
8. Q. Kt. to B's 3rd.

A fine conception.

8. P. to B's 5th.

Had Black now played P. to Q. R's 3rd, White's reply would still have been Kt. to Q's 5th, with a winning game. The following is the position of the forces after White's 9th move of Kt. to Q's 5th:—

BLACK.



WHITE

9. Kt. to Q's 5th. 9. P. takes B.
 10. K. Kt. to B's 7th (ch.) 10. K. to B's 2nd.
 11. Q. to B's 3rd (ch.) 11. Kt. to B's 3rd.
 12. B. to B's 4th.

The attack is now irresistible.

12. Kt. to Q's 5th.
 13. Kt. takes Kt. (dis. ch.) 13. P. to Q's 4th.

If the Bishop had been interposed, White would have taken it checking, and on Knight retaking, have played Kt. to Q's 5th (dis. ch.) and won without difficulty.

14. B. takes P. (ch.) 14. K. to Kt's 3rd.

Had the Queen captured the Bishop, White would have taken with Knight (dis. ch.), and have remained eventually with a Pawn a-head, and a winning position.

15. Q. to R's 5th (ch.) 15. K. takes Kt.
 16. P. takes P.

Kt. to K's 8th, although seemingly a good move, is only so in appearance, as Black might have taken it, and, on White's taking Queen, have answered with B. to Q. Kt's 5th (ch.), obtaining a winning game.

16. Kt. takes P. (ch.)

17. K. to his 2nd.

And wins.

GAME X.—SICILIAN OPENING.

WHITE. (Mr. A.)

- P. to Q. R's 3rd.
- P. to Q. B's 4th.
- Kt. to Q. B's 3rd.
- P. takes P.
- P. to K's 3rd.
- Kt. to B's 3rd.
- B. to K's 2nd.
- Castles.
- Kt's P. takes Kt.
- P. to Q's 4th.
- Kt. to Q's 2nd.
- P. to K. B's 4th.

BLACK. (Mr. M.)

- P. to K's 4th.
- Kt. to K. B's 3rd.
- P. to Q's 4th.
- Kt. takes P.
- B. to K's 3rd.
- B. to Q's 3rd.
- Castles.
- Kt. takes Kt.
- P. to K. B's 4th.
- P. to K's 5th.
- R. to B's 3rd.
- R. to his 3rd.

- | | |
|------------------------|------------------------|
| 13. P. to Kt's 3rd. | 13. Kt. to Q's 2nd. |
| 14. Kt. to Q. B's 4th. | 14. B. takes Kt. |
| 15. B. takes B. (ch.) | 15. K. to R's sq. |
| 16. R. to his 2nd. | 16. Q. to K's 2nd. |
| 17. P. to Q. R's 4th. | 17. Kt. to B's 3rd. |
| 18. Q. to Q. Kt's 3rd. | 18. P. to B's 3rd |
| 19. B. to K's 6th. | 19. R. to K's sq. |
| 20. B. to B's 4th. | 20. Kt. to Kt's 5th. |
| 21. R. to K. Kt's 2nd. | 21. R. to Q's Kt's sq. |
| 22. B. to K's 2nd. | |

A very good move, as it not only compels Mr. Morphy to retreat his Knight, but gains the requisite time to advance the Q. B's P. and place the Bishop at Q. Kt's 2nd.

- | | |
|---------------------|------------------------|
| 23. P. to B's 4th. | 22. Kt. to B's 3rd. |
| 24. B. to Kt's 2nd. | 23. P. to Q. Kt's 3rd. |
| 25. Q. to B's 2nd. | 24. Q. to K. B's 2nd. |

Providing against the forward movement of the adversary's Q. Kt's P.

- | | |
|-----------------------|------------------------|
| 26. B. to Q. B's 3rd. | 25. B. to K's 2nd. |
| 27. P. to R's 5th. | 26. R. to Kt's sq. |
| 28. P. takes P. | 27. B. to Q's 3rd. |
| 29. R. to R's sq. | 28. P. takes P. |
| | 29. P. to K. Kt's 4th. |

Too hazardous to be ventured in a match game.

- | | |
|-------------------------|--------------------|
| 30. P. takes P. | 30. R. takes P. |
| 31. R. to R's 8th (ch.) | 31. R. to Kt's sq. |
| 32. Q. to R's 4th. | 32. R. takes R. |
| 33. Q. takes R. (ch.) | 33. Q. to K's sq. |
| 34. Q. takes Q. (ch.) | 34. Kt. takes Q. |
| 35. P. to B's 5th. | 35. B. to B's 2nd. |
| 36. B. to B's 4th. | |

Up to this point Herr Anderssen plays his game with the marked ability which always characterizes his generalship, but here he misses an opportunity of gaining a speedy victory, as follows:—

- | | |
|-------------------------|----------------------------------|
| 36. R. to B's 2nd. | 36. Kt. to his 2nd, or (A.) (B.) |
| 37. P. to Q's 5th. | 37. Kt's P. takes P., or (C.) |
| 38. P. to Q's 6th. | 38. B. takes P. (best.) |
| 39. R. takes P. | 39. K. to Kt's sq. |
| 40. B. to B's 4th (ch.) | 40. K. to R's sq. (best.) |
| 41. R. to B's 7th. | 41. R. to Kt's 3rd |
| 42. R. to Q's 7th. | |

Winning at least a Piece.

(A.)

37. P. to Q's 5th.
 38. R. takes P.
 39. P. to K. Kt's 4th.
36. Kt. to B's 3rd.
 37. P. takes Q's P. (best.)
 38. K. to Kt's 2nd (if B. to Q's sq. then P. takes P., &c.)

And wins with ease.

(B.)

37. B. to B's 4th (ch.)
 38. R. takes P. (ch.)
 39. R. to K. R's 5th.
 40. R. to K. R's 4th.

36. K. to Kt's sq.
 37. K. to B's sq.
 38. R. to B's 3rd (or D.)
 39. P. to K. R's 3rd (if R. to B's 6th, R. takes R's P., and wins.)

Winning another Pawn.

(C.)

38. R. takes P.
 39. R. takes F.
 40. R. to Q's 7th.

37. B's P. takes P.
 38. K. to Kt's sq.
 39. Kt. to K's 3rd (seems best.)

Followed by B. to B's 4th, winning.

(D.)

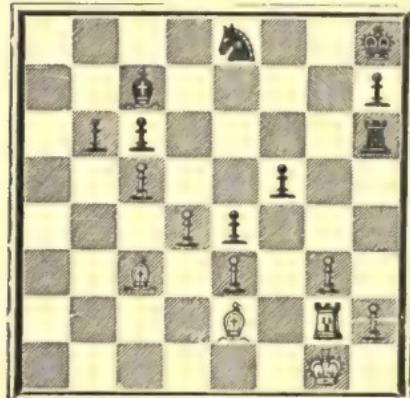
39. R. to B's 7th (ch.)
 40. P. takes P.
 41. B. to Kt's 4th.
 42. B. to B's 8th.
 43. B. to K's 2nd.

38. K. to his 2nd.
 39. K. to Q's sq.
 40. B. takes P.
 41. Kt. to B's 2nd.
 42. R. to his 4th.

And wins.

A reference to the accompanying diagram will facilitate the examination of these variations:—

BLACK.



WHITE.

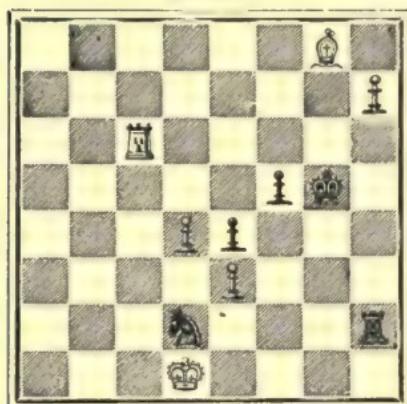
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|---------------------|---------------------|
| 37. P. takes P. | 36. K. to Kt's 2nd. |
| 38. R. to Kt's 2nd. | 37. B. takes P. |
| 39. R. to Kt's 7th. | 38. B. to B's 2nd. |
| 40. B. to Kt's 4th. | 39. K. to B's 3rd. |
| 41. B. to B's 8th. | 40. R. to Kt's 3rd. |
| 42. K. to B's 2nd. | 41. P. to R's 4th. |
| | 42. P. to R's 5th. |

Black should have played R. to Kt's 5th, by which he could at least have drawn the game. If in reply thereto White had ventured to move B. to K's 2nd, Black would have played R. to K. Kt's sq., with a good game.

- | | |
|---------------------|--------------------------|
| 43. P. takes P | 43. R. to Kt's 5th. |
| 44. P. to R's 5th. | 44. R. to R's 5th. |
| 45. P. to R's 6th. | 45. R. takes P. (ch.) |
| 46. K. to Kt's sq. | 46. R. to R's 6th. |
| 47. B. to B's sq. | 47. R. to Kt's 6th (ch.) |
| 48. K. to B's 2nd. | 48. R. to Kt's 5th. |
| 49. B. to B's 4th. | 49. R. to R's 5th. |
| 50. B. to Kt's 8th. | 50. B. to Q's 3rd. |
| 51. B. takes B. | 51. Kt. takes B. |
| 52. R. to Q's 7th. | 52. Kt. to K's sq. |
| 53. P. to R's 7th. | 53. K. to Kt's 4th. |
| 54. R. to K's 7th. | 54. Kt. to Q's 3rd. |
| 55. R. to K's 6th. | 55. Kt. to B's 5th. |
| 56. R. takes P. | 56. Kt. to Q's 7th. |
| 57. K. to K's 2nd. | 57. R. to R's 7th (ch.) |
| 58. K. to Q's sq. | 58. Kt. to B's 6th. |

If Black had played Kt. to B's 8th, a highly interesting variation would have arisen, and such nicety of play would have been required in opposing this move, that it is very doubtful whether in actual play it might not have led to a different result. The position is so peculiarly interesting that we give a diagram of it :—

BLACK.



WHITE.

59. R. to B's 3rd.
60. P. takes P. (ch.)
61. P. to Q's 5th.
62. R. to B's 6th.
63. K. to K's sq.
64. R. to B's 5th.
65. R. takes Kt.

58. Kt. to B's 8th.
59. P. to B's 5th.
60. K. takes P.
61. K. to K's 4th, or (A.)
62. Kt. to K's 6th (ch.)
63. Kt. takes P.
64. K. to B's 3rd.
65. K. to Kt's 7th, and draws.*

(A.)

61. P. to K's 6th.

This move is inferior to K. to K's 4th, and in fact loses the game. Kt. to K's 6th (ch.), would be bad play, because White would simply capture Kt. with R., and one of the two Pawns would proceed to Q.

62. P. to Q's 6th. 62. Kt. to Kt's 6th.
 (If 62. R. to Q's 7th (ch.) 63. Kt. to R's 7th.
 63. K. to K's sq. 64. K. to Kt's 6th.
 64. R. to B's 4th (ch.) 65. B. to Q's 5th.

Preventing Black from checking with Knight, and consequently winning). And if—

63. K. to K's sq.
 64. R. takes Kt.
 65. P. to Q's 7th.
 66. B. to Q's 5th (ch.) 62. P. to K's 7th (ch.).
 67. P. to Q's 8th becoming a Queen, and wins. 63. Kt. to Kt's 6th.
 64. K. takes R.
 65. K. to B's 6th.
 66. K. to K's 6th.

* Because the Black King can play to R's sq. and Kt's 2nd sq., until White chooses to abandon the Pawn, when he will remain with Rook and Bishop against Rook, &c.

We now return to the main variation :—

- | | |
|--------------------|--------------------------|
| 63. R. takes P. | 63. K. takes R. |
| 64. P. to Q's 7th. | 64. R. to Q's 7th (ch.) |
| 65. K. to B's sq. | 65. Kt. to K's 7th (ch.) |
| 66. K. to Kt's sq. | 66. Kt. to B's 6th (ch.) |
| 67. K. to R's sq. | |

And wins.

- | | |
|-------------------------|----------------------------|
| 59. R. to Q. B's 7th. | 59. K. to Kt's 3rd. |
| 60. P. to Q's 5th. | 60. P. to K. B's 5th. |
| 61. P. takes P. | 61. P. to K's 6th. |
| 62. R. to K's 7th. | 62. P. to K's 7th (ch.) |
| 63. R. takes P. | 63. R. to R's 8th (ch.) |
| 64. K. to B's 2nd. | 64. Kt. to Q's 5th (ch.) |
| 65. K. to Q's 2nd. | 65. Kt. takes R. |
| 66. K. takes Kt. | 66. K. to Kt's 2nd. |
| 67. K. to K's 3rd. | 67. R. to K's 8th (ch.) |
| 68. K. to Q's 4th. | 68. R. to K. B's 8th. |
| 69. K. to K's 5th. | 69. R. to K's 8th (ch.) |
| 70. K. to B's 5th. | 70. R. to Q's 8th. |
| 71. B. to K's 6th. | 71. R. to Q's 5th. |
| 72. K. to K's 5th. | 72. R. to Q's 8th. |
| 73. P. to K. B's 5th. | 73. R. to K. R's 8th. |
| 74. P. to B's 6th (ch.) | 74. K. takes P. |
| 75. K. to Q's 6th. | 75. R. to Q. R's 8th. |
| 76. K. to K's 7th. | 76. R. to Q. R's 2nd (ch.) |
| 77. B. to Q's 7th. | |

And wins.

GAME XI.—FRENCH OPENING.

WHITE. (Mr. M.)

BLACK. (Mr. A.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q's 3rd.
4. B. to K's 3rd.

1. P. to K's 3rd.
2. P. to K. Kt's 3rd.
3. B. to Kt's 2nd.

The student cannot fail to observe that in almost every French Game Mr. Morphy plays his Bishops to their King's and Queen's 3rd squares, and that they appear well placed here, and come into efficient action when called upon. This is an important feature in Morphy's tactics and will doubtless meet with attention at the hands of writers on the game.

5. P. to Q. B's 3rd.

4. P. to Q. B's 4th.
5. P. takes P.

- | | |
|------------------------|-----------------------|
| 6. P. takes P. | 6. Kt. to Q. B's 3rd. |
| 7. Kt. to K's 2nd. | 7. K. Kt. to K's 2nd. |
| 8. Castles. | 8. Castles. |
| 9. Q. Kt. to B's 3rd. | 9. P. to Q's 4th. |
| 10. P. to K's 5th. | 10. P. to B's 3rd. |
| 11. P. to B's 4th. | 11. P. takes P. |
| 12. B's P. takes P. | 12. P. to Q. R's 3rd. |
| 13. Q. to Q's 2nd. | 13. Kt. to Kt's 5th. |
| 14. B. to K. Kt's 5th. | 14. Kt. takes B. |
| 15. Q. takes Kt. | 15. B. to Q's 2nd. |
| 16. Q. to R's 3rd. | 16. Q. to K's sq. |
| 17. Kt. to Kt's 3rd. | 17. R. to Q. B's sq. |
| 18. R. takes R. (ch.) | 18. Q. takes R. |
| 19. R. to K. B's sq. | 19. Q. to K's sq. |
| 20. Q. to R's 4th. | 20. Kt. to B's 4th. |
| 21. Kt. takes Kt. | 21. Kt's P. takes Kt. |
| 22. R. to B's 3rd. | |

This Rook is now well posted, and ready for effective co-operation with the rest of the attacking pieces.

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|---|--------------------|
| 22. B. to Kt's 4th. | |
| 23. R. to Kt's 3rd. | |
| R. to R's 3rd were decidedly inferior, the move made gives White an undeniable superiority in position. | |
| 24. B. to B's 6th. | 23. R. to B's 2nd. |
| | 24. P. to B's 5th. |

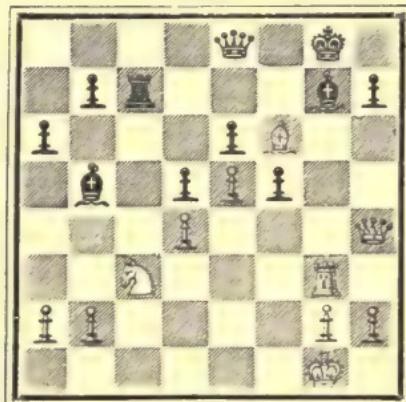
This appears the only move to ward off the attack. If 24. K. to R's sq., then—

- | | |
|------------------------|-----------------------|
| 25. R. takes B. | 25. R. takes R. |
| 26. Kt. takes B. | 26. Q. takes Kt. |
| 27. Q. to R's 6th. | 27. Q. to Q's 2nd. |
| 28. P. to K. R's 4th. | 28. Q. to K. B's 2nd. |
| 29. P. to R's 5th. | 29. Q. to B's 2nd. |
| 30. P. to R's 3rd. | 30. Q. to her 2nd. |
| 31. K. to B's 2nd. | 31. Q. to K. B's 2nd. |
| 32. K. to B's 3rd. | 32. Q. to B's 2nd. |
| 33. P. to K. Kt's 3rd. | 33. Q. to Q's 2nd. |
| 34. Q. takes R. (ch.) | 34. Q. takes Q. |
| 35. P. to K. R's 6th. | 35. Q. takes B. |
| 36. P. takes Q. | 36. K. to Kt's sq. |
| 37. K. to K. B's 4th. | 37. K. to B's 2nd |
| 38. K. to K's 5th. | |

And must win.

The diagram we give shows the position of the Pieces after Mr. Anderssen's 24th move :—

BLACK.



WHITE.

- 25. Q. takes B's P.
- 26. Kt. takes B.
- 27. Q. to R's 6th.
- 28. R. takes B.
- 29. K. to B's 2nd.

- 25. Q. to K. E's sq.
- 26. P. takes Kt.
- 27. K. to R's sq.
- 28. R. takes R.

Contemplating the exchange of pieces, and the bringing of the King over to attack the isolated Pawns ; the game, however, was an easy one to win.

- 30. Q. takes R. (ch.)
- 31. B. takes Q.
- 32. K. to B's 3rd.
- 33. P. to Kt's 4th.
- 34. P. to K. R's 4th.
- 35. K. to K's 3rd.

- 29. K. to Kt's sq.
- 30. Q. takes Q.
- 31. K. takes B.
- 32. P. to Kt's 5th.
- 33. K. to Kt's 3rd.
- 34. P. to Kt's 4th.

And Mr. Anderssen resigned the game and the match.

MATCH

BETWEEN

MR. MORPHY AND HERR HARRWITZ.

This Match was commenced in Paris, at the Café de la Régence, early in September, 1858, and was prematurely finished in the October following. It had been arranged that the winner of the first 7 games should be considered the victor, but in consequence of the indisposition of Mr. Harrwitz, the *séances* were irregular, and eventually—when Mr. Harrwitz retired from the match—the score stood thus:—

Morphy, 5 ; Harrwitz, 2 ;—drawn, 1

GAME I.—IRREGULAR OPENING.

WHITE. (Mr. H.)

BLACK. (Mr. M.)

1. P. to Q's 4th.

Mr. Harrwitz, when first player, almost invariably adopts this mode of opening his game. It is one with every variation of which he is thoroughly familiar, and in no match of importance has he ever failed to avail himself of it.

2. P. to Q. B's 4th.
3. Kt. to Q. B's 3rd.
4. B. to B's 4th.

Mr. Morphy agrees with us in the opinion that, at this stage of the game the text move is the most forcible one that can be selected, indeed he says he found it so strong that in his subsequent games with Mr. Harrwitz he preferred meeting 1. P. to Q's 4th with 1. P. to K. B's 4th, in place of exposing himself to this attack.

- | | |
|----------------------|----------------------|
| 5. P. to K's 3rd. | 4. P. to Q. R's 3rd. |
| 6. Kt. to B's 3rd. | 5. F. to B's 4th. |
| 7. P. to Q. R's 3rd. | 6. Kt. to B's 3rd. |
| 8. K's P. takes P. | 7. P. takes Q's P. |
| 9. B. takes P. | 8. P. takes P. |
| 10. B. to Q's 3rd. | 9. P. to Q. Kt's 4th |
| 11. Castles. | 10. B. to Kt's 2nd. |
| | 11. B. to K's 2nd. |

12. B. to K's 5th.
 13. Q. to K's 2nd.
 14. B. to K. Kt's 3rd.

12. Castles.
 13. Kt. to Q's 4th.

Very well played, for it not only obviates the capture of the Bishop and the subsequent posting of the King's Knight at B's 5th, but also prevents the advance of the K. B's P.

14. K. to R's sq.

Mr. Morphy considers that he lost the game by this move, and that if he had played B. to K. B's 3rd instead, the game would have been even.

15. K. R. to K's sq.

15. B. to B's 3rd.

The following variation will show that Black could not have thrown forward the K. B's P. as he had intended, *e.g.*—

16. Q. takes P.
 17. P. takes Kt.
 18. Q. to K's 4th.
 19. B. takes B's P.

15. P. to K. B's 4th.
 16. Kt. takes Kt.
 17. P. to B's 5th.
 18. P. to Kt's 3rd.

With a won game.

16. Q. to K's 4th.
 17. Kt. takes Kt.
 18. Q. takes Q.
 19. Kt. to K's 5th.
 20. Kt. takes Kt.
 21. Q. R. to B's sq
 22. B to Q's 6th.
 23. B. to K's 5th.

16. P. to Kt's 3rd.
 17. Q. takes Kt.
 18. P. takes Q.
 19. Q. R. to Q's sq.
 20. B. takes Kt.
 21. R. to Q. B's sq.
 22. R. to K. Kt's sq.
 23. K. to Kt's 2nd.

It is a singular fact, that, in the earlier stages of every series of contests upon which Mr. Morphy has entered, he has played very much below his real force. Of the truth of this assertion the present game furnishes an excellent exemplification, as it is not only altogether devoid of any of those brilliant combinations for which Mr. Morphy has made himself so famous, but presents one of the few instances wherein he selects a move (as here) that throws away the game. The Bishop should have been captured, and the game would then have been quite even.

24. P. to B's 4th.
 25. K. to B's 2nd.
 26. K. to his 3rd.
 27. R. takes R.
 28. R. to B's 5th.
 29. B's P. takes B.

24. B. to Q's 2nd.
 25. P. to R's 3rd.
 26. R. takes R.
 27. R. to Q. B's sq.
 28. B. takes B.
 29. B. to K's 3rd.

If Black had exchanged Rooks, with the view of breaking up his adversary's centre Pawns, the White King would have been posted at Q's 4th, and victory secured.

30. P. to Q. R's 4th.
 31. B. takes R's P.
 32. R. to Kt's 5th.
 33. R. to Kt's 6th.
 34. K. to Q's 2nd.
 35. B. takes B.
 36. R. to Kt's 5th.
 37. R. takes P.
 38. P. takes P.
 39. R. to B's 5th.
 40. K. to K's 2nd.
 41. P. to Q's 5th.
 42. R. to B's 6th.
 43. R. to K. B's 6th.
 44. P. to Q's 6th (ch.).
 45. P. to K's 6th.
 46. R. takes P. (ch.).
 47. P. to Q's 7th.
 48. R. to Q's 6th.
 49. R. takes P.
 50. R. to Kt's 5th.
 51. K. to B's 3rd.
 52. K. to Kt's 3rd.
 53. K. to Kt's 4th.
 54. P. to Kt's 3rd.
 55. R. to K. R's 5th, and wins.
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GAME II.—PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)

BLACK. (Mr. H.)

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.

1. P. to K's 4th.
 2. P. to Q's 3rd.

This is the defence that Mr. Harrwitz almost invariably adopts, and throughout this match, as second player, he never moved otherwise.

3. P. to Q's 4th.
 4. Q. takes P.

3. P. takes P.

4. Kt. to Q. B's 3rd.

B. to Q's 2nd is considered the better move here, and was first brought into vogue by Mr. Boden.

5. B. to Q. Kt's 5th.
 6. B. takes Kt.
 7. B. to Kt's 5th.

5. B. to Q's 2nd.

6. B. takes B.

7. Kt. to B's 3rd.

P. to K. B's 3rd is preferable.

8. Kt. to B's 3rd.

White might have exchanged the Bishop for Knight, but Mr. M. is of opinion that no great advantage would have resulted from such a line of play.

9. Castles (Q. R.)
10. K. R. to K's sq.
11. B. to R's 4th.
12. B. takes B.
13. P. to K's 5th.
14. P. takes B.
15. K. to Kt's sq.

8. B. to K's 2nd.
9. Castles.
10. P. to K. R's 3rd.
11. Kt. to K's sq.
12. Q. takes B.
13. B. takes Kt.
14. Q. to Kt's 4th (ch.)

P. to B's 4th would not have been so good.

16. R. takes P.
17. Kt. to Q's 5th.
18. K. R. to K's sq.
19. R. to Kt's sq.
20. Q. to K's 3rd.
21. Kt. to B's 4th.
22. Q. to K's 2nd.
23. Q. to B's 4th.
24. Kt. to R's 5th.

15. P. takes P.
16. Q. to Kt's 7th.
17. Q. takes R's P.
18. Q. to her 3rd.
19. K. to R's 2nd.
20. P. to K. B's 4th.
21. Q. to Q. Kt's 3rd.
22. R. to B's 2nd.
23. Q. to K. B's 3rd.

White would have gained nothing by R. to Kt's 6th, as Black would have simply retreated Q. to K's 2nd.

25. Q. R. to K's sq.
26. P. to R's 3rd.

24. Q. to K's 2nd.
25. Q. to her 2nd.

Q. to Q. B's 3rd, or Q. to K. R's 4th would have given White an excellent attack; the move in the text was made with the object of winning the Queen by 27. R. takes Kt.—R. takes R.; 28. R. takes P. (ch.)—R. takes R.; 29. Kt. to B's 6th (ch.), &c.

27. Q. to her 4th.

26. Kt. to Q's 3rd.
27. R. to K. Kt's sq.

To prevent the execution of the plan alluded to in the foregoing note.

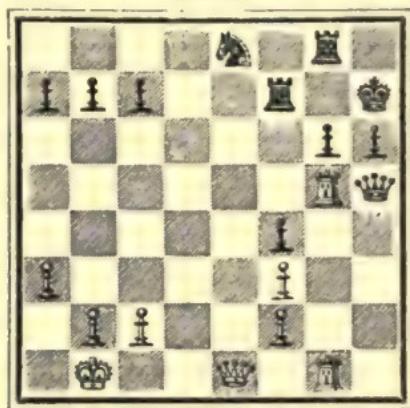
28. R. to Kt's 2nd.
29. Q. to B's 3rd.

28. Kt. to K's sq.
29. P. to B's 5th.

- | | |
|-----------------------|------------------------|
| 30. R. to K. Kt's sq. | 30. P. to K. Kt's 3rd. |
| 31. Q. R. to Kt's sq. | 31. Q. to her 4th. |
| 32. Q. to K's sq. | 32. Q. takes Kt. |
| 33. R. to Kt's 5th. | |

We give a diagram of the game as it stood at this point —

BLACK.



WHITE.

- | | |
|-------------------------|-----------------------|
| 33. Q. takes P. | |
| 34. Q. to K's 6th. | 34. R. to B's 3rd. |
| 35. Q. to K's 7th (ch.) | 35. R. to Kt's 2nd. |
| 36. Q. takes Kt. | 36. P. takes R. |
| 37. Q. to K's sq. | 37. Q. to Q. B's 3rd. |

And wins.

GAME III.—IRREGULAR OPENING.

WHITE. (Mr. H.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Kt. to Q. B's 3rd.
4. B. to K. Kt's 5th.
5. Q. to Kt's 3rd.

BLACK. (Mr. M.)

1. P. to K. B's 4th.
2. P. to K's 3rd.
3. Kt. to K. B's 3rd.
4. B. to Q. Kt's 5th.
5. P. to Q. B's 4th.

A similar position occurs in the Sicilian Opening, and then, as here, this move is very important and effective.

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|------------------------|------------------------|
| 6. P. to Q's 5th. | 6. P. to K's 4th. |
| 7. P. to K's 3rd. | 7. Castles. |
| 8. B. to Q's 3rd. | 8. P. to Q's 3rd. |
| 9. K. Kt. to K's 2nd. | 9. P. to K. R's 3rd. |
| 10. B. takes Kt. | 10. Q. takes B. |
| 11. P. to Q. R's 3rd. | 11. B. takes Kt. (ch.) |
| 12. Q. takes B. | 12. Q. to Kt's 3rd. |
| 13. Castles (K.R.) | 13. Kt. to Q's 2nd. |
| 14. P. to Q. Kt's 4th. | 14. P. to Q. Kt's 3rd. |
| 15. P. to B's 3rd. | 15. P. to K. R's 4th. |

A measure of precaution to prevent White from playing P. to K. Kt's 4th, and having in view also the advance of the P. to R's 5th if his adversary play Kt. to his 3rd.

- | | |
|--------------------|---------------------|
| 16. B. to B's 2nd. | 16. B. to Kt's 2nd. |
| 17. B. to R's 4th. | 17. Q. to B's 2nd. |
| 18. B. takes Kt. | 18. Q. takes B. |
| 19. P. takes P. | |

The exchange of Pawns here showed a want of judgment, for after giving up his Bishop, White's Q. B's P. was left so weak as seriously to endanger his game.

- | | |
|-------------------------|----------------------|
| 20. P. to B's 4th. | 19. Kt's P. takes P. |
| 21. Q. R. to Kt's sq. | 20. P. to K's 5th. |
| 22. K. R. to Q. B's sq. | 21. B. to R's 3rd. |
| | 22. Q. to R's 5th. |

The prompt advantage which Mr. Morphy takes of the slightest error on the part of his opponent is an immense indication of the accuracy of his game, and it is well illustrated at this moment.

- | | |
|---------------------|-----------------------|
| 23. Kt. to his 3rd. | 23. P. to R's 5th. |
| 24. Kt. to B's sq. | 24. Q. R. to Kt's sq. |
| 25. Kt. to Q's 2nd. | 25. R. to Kt's 3rd. |

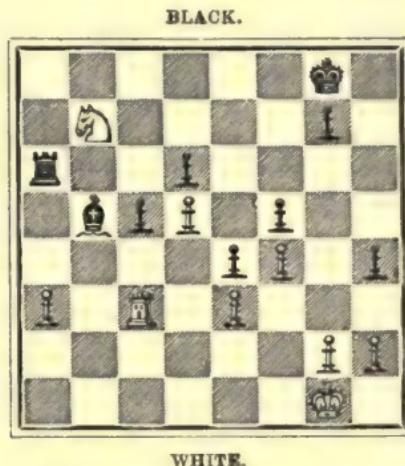
Very well played, for if (as was the case) the Rooks be exchanged, the Q. Kt's P. is soon advanced and a free passage secured for the Q. R's P.; and if the exchange be not made, Black doubles the Rooks on the Knight's file with a far superior game.

- | | |
|---------------------|------------------------|
| 26. R. takes R. | 26. P. takes R. |
| 27. Q. to Kt's 3rd. | 27. Q. takes Q. |
| 28. Kt. takes Q. | 28. P. to Q. Kt's 4th. |

Excellently followed up, the Q. B's P. is free to advance and ~~un~~ prove a sore embarrassment to the adversary.

- | | |
|----------------------|----------------------|
| 29. P. takes P. | 29. B. takes P. |
| 30. Kt. to R's 5th. | 30. R. to Q. R's sq. |
| 31. Kt. to Kt's 7th. | 31. R. to R's 3rd. |
| 32. R. to B's 3rd. | |

The position has become very interesting, and for the benefit of the student we represent it on a diagram :—



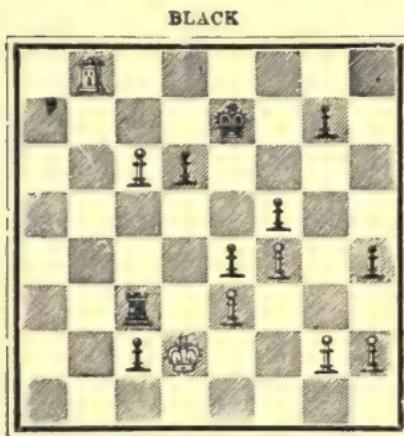
WHITE.

- | | |
|---------------------|--------------------|
| 32. K. to B's sq. | 32. K. to B's sq. |
| 33. Kt. to Q's 8th. | 33. B. to Q's 2nd. |
| 34. R. to Kt's 3rd. | 34. K. to his 2nd. |
| 35. R. to Kt's 8th. | 35. P. to B's 5th. |

The skilful manner in which Mr. Morphy terminated this game commands our warmest praise, and is deserving of close attention.

- | | |
|--------------------------|--------------------|
| 36. K. to B's 2nd. | 36. P. to B's 6th. |
| 37. K. to his 2nd. | 37. R. takes P. |
| 38. Kt. to B's 6th (ch.) | 38. B. takes Kt. |
| 39. P. takes B. | 39. P. to B's 7th. |
| 40. K. to Q's 2nd. | 40. R. to B's 6th. |

When Mr. Harrwitz played 38. Kt. to B's 6th (ch.), he evidently overlooked that his opponent at his 40th move could play as in the text. The game was past recovery, but White's advanced Pawn is now lost at once. We again give a diagram, shewing the position of the forces :—



WHITE.

- | | |
|--------------------------|---------------------|
| 41. K. to B's sq. | 41. R. takes B's P. |
| 42. R. to Kt's 3rd. | 42. K. to B's 3rd. |
| 43. R. to R's 3rd. | 43. P. to Kt's 4th. |
| 44. P. to Kt's 3rd. | 44. R's P. takes P. |
| 45. R's P. takes P. | 45. P. takes P. |
| 46. Kt's P. takes P. | 46. K. to Kt's 3rd. |
| 47. R. to R's 5th. | 47. R. to B's 4th, |
| 48. R. to R's 6th. | 48. R. to B's 6th. |
| 49. R. takes P. (ch.) | 49. K. to R's 4th. |
| 50. R. to Q's 2nd. | 50. K. to Kt's 5th. |
| 51. R. to Kt's 2nd (ch.) | 51. K. to B's 6th. |
| 52. R. to Kt's 5th. | 52. R. to B's 4th. |
| 53. R. to R's 5th. | 53. K. takes P. |
| 54. R. to R's 4th. | 54. K. to B's 6th. |

And White resigns.

GAME IV.—PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Q. takes P.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.
4. Kt. to Q. B's 3rd.

This move is not to be recommended, the proper defence being R to Q's 2nd.

5. B. to Q. Kt's 5th.
 6. B. takes Kt.
 7. B. to Kt's 5th.

Mr. Morphy in playing this opening has so frequently adopted this move here that it is evident he considers it forcible. It was first played by the editor when engaged in his match with Mr. Harrwitz.

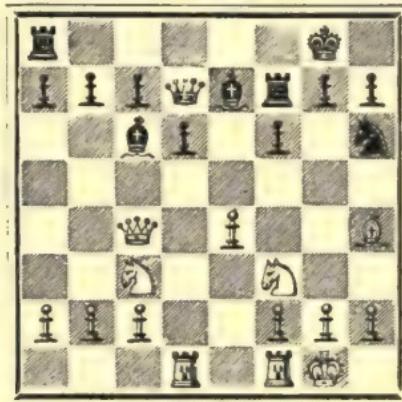
8. B. to R's 4th.
 9. Kt. to B's 3rd.
 10. Castles (K. R.)
 11. Q. R. to Q's sq.
7. P. to B's 3rd.
 8. Kt. to R's 3rd.
 9. Q. to her 2nd.
 10. B. to K's 2nd.

White has now an excellent game, every piece in play and well posted.

12. Q. to B's 4th (ch.)
 11. Castles (K. R.)
12. R. to B's 2nd.

We should have preferred playing K. to R's sq. See diagram:—

BLACK.



WHITE

13. Kt. to Q's 4th.

P. to K's 5th would have produced some highly interesting Variations, e.g.,—

- | | |
|----------------------|------------------------------------|
| 13. P. to K's 5th. | 13. Q. to K. B's 4th, or (A.) (B.) |
| 14. P. to K's 6th. | 14. R. to K. B's sq. |
| 15. K. R. to K's sq. | 15. Q. R. to Q's sq. |
| 16. Kt. to Q's 5th. | 16. B. takes Kt. (best.) |
| 17. R. takes B. | |

Winning at least a Pawn.

If—

16. Q. takes Q.
17. Kt. to Q's 4th.

15. Q. to K. Kt's 5th.
16. Kt. takes Q.

Better game.

(A.)

14. P. to K's 6th.
15. P. takes R. (ch.)
16. P. takes B.

13. B. takes Kt.
14. P. to Q's 4th.
15. Kt. takes P.

And wins.

(B.)

14. Q. takes Q.
15. P. to K's 6th.
16. Kt. to Q's 4th.

13. Q. to K. Kt's 5th.
14. Kt. takes Q.
15. K. R. to K. B's sq.

And White has much the better game. If Black on his 13th move had either pushed P. to Q's 4th, or taken the Pawn with his B's P., he would in the one case have had a bad position, and in the other have lost the exchange. White's reply in both cases would have been Kt. takes P.

14. P. to K. R's 3rd.
15. Q. to K's 2nd.

13. Kt. to his 5th.
14. Kt. to K's 4th.
15. P. to K. Kt's 4th.

To prevent the advance of the adverse K. B's P.

16. B. to Kt's 3rd.
17. Kt. to B's 5th.
18. P. to B's 4th.
19. K's R. takes P.
20. R. to his 4th.
21. B. takes Kt.
22. R. to K. B's sq.
23. Kt. to Q. Kt's 5th.
24. R. to B's 2nd.
25. Kt. takes B's P.
26. Kt. to Q's 5th.
27. P. takes B.

16. R. to Kt's 2nd.
17. R. to Kt's 3rd,
18. P. takes P.
19. K. to R's sq.
20. B. to his sq.
21. B's P. takes B.
22. Q. to K's 3rd.
23. Q. to Kt's sq.
24. P. to Q. R's 3rd.
25. R. to Q. B's sq.
26. B. takes Kt.
27. R. to B's 2nd.

Had the Queen captured the Pawn, White would have gained a decided advantage, e.g.—

28. R. takes P. (ch.)
29. Q. to R's 5th (ch.)
30. Kt. takes B.

27. Q. takes P.
28. K. takes R. (best.)
29. B. to R's 3rd (best.)
30. R. takes Kt. (best.)

31. Q. to B's 5th (ch.)

31. K. to Kt's 2nd.

32. Q. takes R.

With a won game.

28. P. to B's 4th.

28. B. to K's 2nd.

29. R. to his 5th.

29. Q. to K's sq.

30. P. to B's 5th.

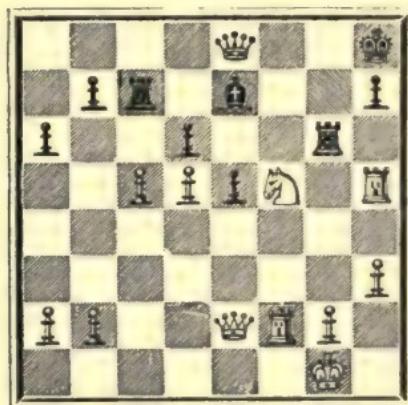
The winning move, and one of a very high order, followed up too with Mr. Morphy's wonted accuracy and ingenuity.

30. R. takes P.

31. R. takes P. (ch.)

We again give a diagram shewing the position of the forces after White's 30th move:—

BLACK.



WHITE.

31. K. takes R.

32. Q. to R's 5th (ch.)

32. K. to Kt's sq.

33. Kt. takes B. (ch.)

33. K. to Kt's 2nd.

34. Kt. to B's 5th (ch.)

34. K. to Kt's sq.

35. Kt. takes P.

And wins.

— — —

GAME V.—IRREGULAR OPENING.

WHITE. (Mr. H.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Kt. to Q. B's 3rd.
4. B. to Kt's 5th.

BLACK. (Mr. M.)

1. P. to K. B's 4th.
2. P. to K's 3rd.
3. Kt. to K. B's 3rd.
4. B. to K's 2nd.

In the third game of this match Mr. Morphy played B. to Q. Kt's 5th at this point.

5. P. to K's 3rd.
6. B. to Q's 3rd.
7. K. Kt. to K's 2nd.
8. Castles.
9. B. takes B.
10. Kt. to his 3rd.
11. R's P. takes Kt.
12. P. to B's 4th.

5. Castles.
6. P. to Q. Kt's 3rd.
7. B. to Kt's 2nd.
8. Kt. to R's 4th.
9. Q. takes B.
10. Kt. takes Kt.
11. P. to Q's 3rd.

An ill-advised move. The K. Kt's P. and K's P. are now both of them weak and the cause of much subsequent embarrassment. We should have much preferred P. to K's 4th.

12. Kt. to B's 3rd.
13. P. to K. Kt's 4th.
14. P. takes P.
15. Q. to her 2nd.
16. Q. to R's 5th.
17. Kt. to his 5th.
18. P. takes P.
19. Q. R. to K's sq.

Attacking the weak point which we have mentioned above.

16. Q. R. to K's sq.
17. Kt. to his 5th.

Well played. Not only threatening Q. to Kt's 6th, by which an irresistible attack would have been gained, but also the bringing the Rooks into speedy co-operation with the Queen on the weak flank.

17. R. to K's 3rd.
18. Q. to R's 4th.
19. R. to R's 3rd.
20. Q. to R's 5th.
21. P. to R's 3rd.
22. P. to Q. Kt's 4th.
23. Kt. to K's 2nd.
24. Kt. to Kt's 3rd.

The last four moves are equally judicious and correct.

21. Kt. to R's 3rd.
22. Kt. to his sq.
23. Kt. to Q's 2nd.
24. P. to Kt's 3rd.

25. K. to B's 2nd.

26. R. to his sq.

The Knight now occupies an offensive square from which he cannot easily be dislodged.

27. K. to Kt's sq.

28. R. takes R.

29. Q. to her sq.

30. Q. to her 2nd.

31. Kt. to B's sq.

32. P. to Kt's 3rd.

33. P. to Kt's 5th.

25. Kt. to B's 3rd.

26. Kt. to Kt's 5th (ch.)

27. Q. to B's 3rd.

28. Kt. takes R.

29. Kt. to Kt's 5th.

30. Q. to R's 5th.

31. R. to K's sq.

32. Q. to R's 6th.

Properly preventing the advance of the Q. Kt's P.

34. Q. to K. Kt's 2nd.

35. K. takes Q.

36. P. to R's 4th.

37. R's P. takes P.

33. Kt. to B's 3rd.

34. Q. takes Q. (ch.)

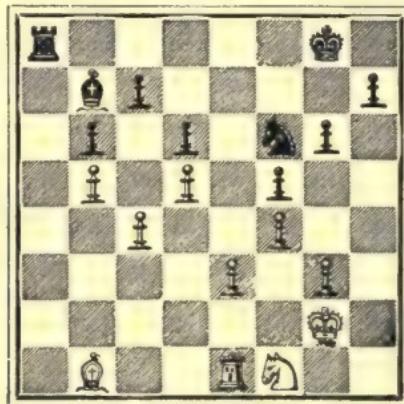
35. P. to Q. R's 3rd.

36. P. takes P.

37. R. to R's sq.

Black might here have gained three Pawns for his Knight by taking the Q's P., but it is questionable in a match game whether such a step were prudent. Mr. Morphy chose a surer mode of proceeding to victory. The position forms an interesting end game, and we therefore give a diagram:—

BLACK.



WHITE.

38. Kt. to Q's 2nd.

39. P. to K's 4th.

40. Kt. takes P.

38. R. to R's 6th.

39. P. takes P.

40. Kt. takes Kt.

- | | |
|--------------------|-----------------------|
| 41. B. takes Kt. | 41. R. to Q. B's 6th. |
| 42. B. to his 3rd. | 42. K. to B's 2nd. |
| 43. R. to K's 4th. | 43. B. to his sq. |
| 44. B. to K's 2nd. | 44. B. to B's 4th. |
| 45. R. to Q's 4th. | 45. P. to R's 4th. |
| 46. K. to B's 2nd. | 46. K. to B's 3rd. |
| 47. R. to Q's 2nd. | 47. B. to his 7th. |
| 48. K. to his sq. | 48. B. to K's 5th. |
| 49. K. to B's 2nd. | 49. K. to B's 4th. |
| 50. R. to R's 2nd. | 50. P. to R's 5th. |

After this, White's game was hopeless. The latter stages of this partie are played by Mr. M. with marked ability.

- | | |
|--------------------|-------------------------|
| 51. P. takes P. | 51. K. takes P. |
| 52. R. to his 7th. | 52. R. to K. R's 6th. |
| 53. R. takes P. | 53. R. to his 7th (ch.) |
| 54. K. to K's sq. | 54. K. to his 6th. |

And wins.

GAME VI.—PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Q. takes P.

A bad move, subjecting Black to immediate attack.

5. P. to K's 5th.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.
4. Kt. to K. B's 3rd.

5. P. takes P.

The correct reply would have been Q. to K's 2nd, but even that would have left White with a somewhat superior game.

6. Q. takes Q. (ch.)
7. Kt. takes P.
8. Kt. to Q. B's 3rd.
9. Kt. to B's 4th.

6. K. takes Q.
7. B. to K's 3rd.
8. B. to Q's 3rd.
9. B. takes Kt.

This was in a manner compelled, for if any other line of play had been chosen, White would have taken the King's Bishop with his Knight, and the Pawn on re-taking would have been left isolated and weak.

10. B. takes B.
11. B. to K's 3rd.

10. R. to K's sq. (ch.)
11. K. to his 2nd.

12. Castles (Q. R.)
 13. B. to K. Kt's 5th.
 14. Kt. to K's 4th.

So framing the attack as at once to secure a winning position; this is a far stronger move than the more obvious one of Kt. to Q's 5th (ch.), &c.

14. P. to R's 3rd.

He has nothing better, for if K. to B's sq., White wins a Pawn by Kt. takes B.; and if B. to K's 4th, White may with advantage play up P. to K. B's 4th.

15. B. takes Kt. (ch.)

Kt. takes Kt. would also have been of advantage to White, e.g.—

- | | |
|-------------------------|---------------------------|
| 15. Kt. takes Kt. | 15. Kt. takes Kt. (best.) |
| 16. R. to K's sq. (ch.) | 16. K. to B's sq. |
| 17. B. takes Kt. | 17. P. takes B. |
| 18. P. to K. Kt's 3rd. | |

And Black's Pawns are weak.

As the adverse Bishops, however, are of different colours, the game in this case would probably have resulted in a draw. Mr. Morphy, therefore, selected the better move.

- | | |
|----------------------------|------------------------|
| 16. Kt. takes B. | 15. Kt. takes B. |
| 17. K. R. to K's sq. (ch.) | 16. P. takes Kt. |
| 18. R. takes R. (ch.) | 17. K. to B's sq. |
| 19. B. to Q's 5th. | 18. Kt. takes R. |
| 20. B. to his 3rd. | 19. R. to Q. Kt's sq. |
| 21. P. to B's 3rd. | 20. P. to K. Kt's 3rd. |
| 22. R. to K's sq. (ch.) | 21. K. to his 2nd. |
| | 22. K. to B's sq. |

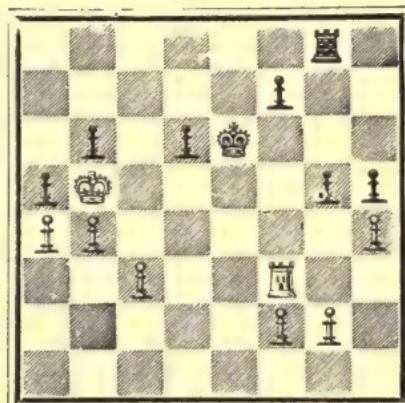
Had the King moved to Q's 2nd the reply on White's part would have been B. to Q's 5th. To have saved his K. B's P. Black must then have advanced it, when the Bishop would have checked at K's 6th, and afterwards have been posted at K. B's 7th, &c.

- | | |
|-----------------------|-----------------------|
| 23. K. to B's 2nd. | 23. Kt. to B's 2nd. |
| 24. K. to Kt's 3rd. | 24. Kt. to K's 3rd. |
| 25. K. to R's 4th. | 25. P. to Kt's 3rd. |
| 26. P. to Q. Kt's 4th | 26. P. to K. R's 4th. |
| 27. P. to R's 4th. | 27. K. to his 2nd. |
| 28. R. to K's 3rd. | 28. K. to Q's 2nd. |
| 29. B. to Q's 5th. | 29. R. to K's sq. |
| 30. K. to Kt's 3rd. | 30. R. to K. Kt's sq. |
| 31. R. to B's 3rd. | 31. K. to his 2nd. |

32. P. to R's 4th.
 33. B. takes Kt.
 34. K. to B's 4th.
 35. K. to Kt's 5th.

Finely played. The end game is finished off by Mr. Morphy with consummate skill, and the position is so instructive that we give a diagram in illustration of it:—

BLACK.



WHITE.

36. B's P. takes P.
 37. K. takes P.
 38. K. to R's 5th.
 39. R. to Q's 3rd (ch.)
 40. R. takes P.
 41. R. to Q's 4th (ch.)
 42. K. takes R.
 43. P. to B's 4th.
 44. P. to R's 5th.
 45. P. to R's 6th.
 46. P. to R's 7th.
 47. P. to R's 8th, becoming Queen (ch.)
 48. Q. to B's 3rd. And wins.
35. P. takes Kt's P.
 36. P. takes P.
 37. R. to Kt's sq. (ch.)
 38. K. to Q's 4th.
 39. K. to B's 5th.
 40. R. takes P.
 41. K. takes R.
 42. P. to B's 4th.
 43. K. to his 6th.
 44. K. to B's 7th.
 45. K. takes P.
 46. P. to R's 6th.
 47. K. to Kt's 8th.

For if—

49. Q. to Kt's 3rd (ch.)
 50. Q. to K. B's 2nd. Mating next move.

48. P. to R's 7th.

49. K. to R's sq.

GAME VII.—IRREGULAR OPENING.

WHITE. (Mr. H.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. Kt. to Q. B's 3rd.
4. B. to Kt's 5th.
5. P. to K's 3rd.
6. B. to Q's 3rd.
7. K. Kt. to K's 2nd.
8. B. takes Kt.

BLACK. (Mr. M.)

1. P. to K. B's 4th.
2. P. to K's 3rd.
3. Kt. to K. B's 3rd.
4. B. to K's 2nd.
5. Castles.
6. P. to Q. Kt's 3rd.
7. B. to Kt's 2nd.

At this point in the 5th game of the match Mr. Harrwitz Castled.

8. B. takes B.
9. Castles.
10. Q. to her 2nd.
11. P. to B's 4th.
12. Kt. to R's 3rd.
13. P. takes P.
14. Q. R. to K's sq.
15. P. to B's 4th.
16. Kt. to R's 3rd.
17. Q. takes P.

Mr. Harrwitz made a move similar to this in the game just mentioned, which we condemned, as we do this also; on principle it is weak play, as it leaves a Pawn behind unsupported, and in the particular instance before us, causes the position very quickly to turn in favour of the second player.

11. P. to B's 4th.
12. Kt. to R's 3rd.
13. Q. takes P.
14. B. to R's 5th.

This also is a weak move.

As usual, taking immediate advantage of his opponent's slight error; whether White in reply play Kt. to his 3rd, or P. to K. Kt's 3rd, he gets a bad game.

15. Kt. to his 3rd.
16. Kt. to Q's 5th.
17. P. takes B.
18. P. takes B.
19. K. to B's 2nd.
20. R. to K. R's sq.
21. R. to his 4th.
15. Q. to Kt's 3rd.
16. B. takes Q's Kt
17. B. takes Kt.
18. Kt. to B's 2nd.
19. Q. R. to K's sq.
20. R. to K's 2nd.
21. Q. to B's 2nd.

Anticipating the advance of the K. Kt's P.

22. B. to K's 2nd.

Mr. Harrwitz might have thrown forward the K. Kt's P., and had he

done so, a very interesting variation would have arisen. Black could not have taken it on account of B. takes P. (ch.), &c., nor could he have taken Q's P. with Kt., as B. to Q. B's 4th would have won a piece; the probable continuation therefore would have been as follows:—

22. P. to K. Kt's 4th.

22. Q. takes Q's P.

23. Q. to Q. B's 2nd.

With an excellent game.

If—

23. P. takes P.

22. P. to K. Kt's 3rd.

24. P. to K. Kt's 4th. With a fine game.

23. Anything.

23. Q. to her 3rd.

22. Kt. to K's sq.

23. Kt. to B's 3rd.

The correct move, for of course White dare not take the Pawn.

24. B. to his 3rd.

24. P. to Kt's 3rd.

25. R. to K's 2nd.

25. K. R. to K's sq.

A singular variation would have arisen if Black had played P. to K. Kt's 4th, e.g.—

26. P. takes P. (best.)

25. P. to K. Kt's 4th.

27. K. to Kt's sq.

26. Kt. to K's 5th (ch.)

28. R. to K's sq. (best.)

27. Kt. takes P. at Kt's 3rd.

28. Q. to K. Kt's 2nd.

With a fine game.

26. P. to Kt's 3rd.

26. Q. to Kt's 2nd.

27. R. to his sq.

27. P. to K. R's 3rd.

28. K. to Kt's sq.

28. P. to K. Kt's 4th.

29. P. takes P.

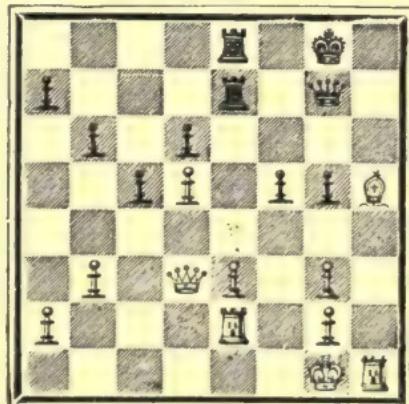
29. P. takes P.

30. B. to R's 5th.

30. Kt. to K's 5th.

An excellent move. The position is sufficiently interesting to merit a diagram, which we accordingly append:—

BLACK.



WHITE.

31. R. to K's sq.

Had White taken the Rook, he would have been mated in a few moves by Q. to R's 8th (ch.), &c.

31. R. to K. B's sq.

32. B. to his 3rd.

Mr. Harrwitz evinced judgment in sacrificing the Pawn, for any attempt to save it would have involved him in difficulty; thus if—

- 32. P. to K. Kt's 4th.
- 33. R. to his 3rd.
- 34. P. to Q's 4th.
- 35. B. to Kt's 6th.
- 36. B. to K. B's 5th.
- 37. Kt's P. takes Kt.

- 32. Kt to Kt's 6th.
- 33. P. to B's 5th.
- 34. Q. to K's 4th.
- 35. R. to K. B's 3rd.
- 36. Kt. takes B.
- 37. R. takes P.

With a fine game.

32. Kt. takes P.

33. R. to his 3rd.

33. Q. to K's 4th.

Black has now a Pawn a-head, and a position so superior as to render victory almost a certainty.

- 34. R. to his 6th.
- 35. B. to Q's sq.
- 36. R. to his 4th.
- 37. R. takes R.
- 38. B. to B's 2nd.

- 34. P. to Kt's 5th
- 35. K. to Kt's 2nd.
- 36. R. to K. R's sq
- 37. K. takes R.
- 38. R. to R's 2nd.

Mr. Morphy plays all this with his customary precision.

39. Q. to her 2nd.

39. Q. to Kt's 7th.

Threatening to win the Queen.

- 40. R. to Q's sq.
- 41. K. to B's 2nd.

- 40. R. to R's 8th (ch.)
- 41. R. to B's 8th (ch.)

The main feature of Mr. Morphy's play is that it is so free from mistakes. This, however, was evidently an oversight, and throws away a victory which would have been won with ease had he taken Rook with Rook.

- 42. K. takes Kt.
- 43. K. to R's 4th.
- 44. K. to Kt's 3rd.

- 42. Q. to K's 4th (ch.)
- 43. Q. to B's 3rd (ch.)
- 44. Q. to K's 4th (ch.)

And perpetual check existing, the game was declared drawn.

GAME VIII.—PHILIDOR'S DEFENCE.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. B. to Kt's 5th.

This is not a good move, and so far compromises the opening of the second player that we are surprised at its adoption by any master of the game.

4. P. takes P.

4. B. takes Kt.

5. Q. takes B.

5. P. takes P.

6. B. to Q. B's 4th.

6. Kt. to K. B's 3rd.

Q. to her 2nd is the correct move.

7. Q. to Q. Kt's 3rd.

7. B. to Q's 3rd.

8. B. takes P. (ch.)

8. K. to B's sq.

9. B. to Kt's 5th.

9. Q. Kt. to Q's 2nd.

10. B. to R's 5th.

10. P. to K. Kt's 3rd.

11. B. to R's 6th (ch.)

11. K. to his 2nd.

12. B. to B's 3rd.

12. Kt. to B's 4th.

13. Q. to B's 4th.

13. P. to Q. Kt's 4tn.

14. Q. to K's 2nd.

14. Kt. to K's 3rd.

15. B. to K's 3rd.

15. P. to Q. R's 3rd.

16. Kt. to Q's 2nd.

16. K. to B's 2nd.

17. Castles (Q. R.)

17. Q. to K's 2nd.

18. P. to K. Kt's 3rd.

18. K. R. to Q. Kt's sq.

Mr. Harrwitz was evidently anxious to bring his King's Rook into action. But did he promote that object by playing thus? We certainly should have preferred moving the Rook to King's or Queen's square.

19. B. to Kt's 2nd.

The correct reply, preparing for the eventual advance of the K. B's P.

20. K. R. to K. B's sq.

19. P. to Q. R's 4th.

21. P. to K. B's 4th.

20. P. to R's 5th.

22. P. to Kt's 3rd.

21. P. to R's 6th.

23. P. to B's 5th.

22. K. to Kt's 2nd.

24. P. to K. Kt's 4th.

23. Kt. to B's sq.

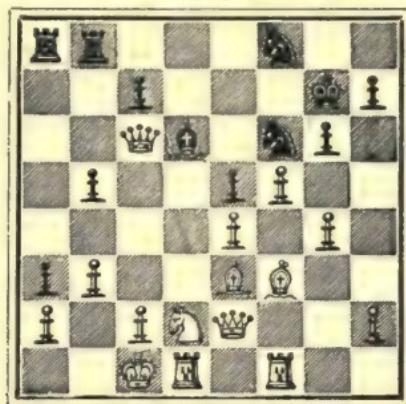
25. B. to B's 3rd.

24. Q. to K's sq.

25. Q. to B's 3rd.

We represent the position of the forces here on a diagram :—

BLACK.



WHITE.

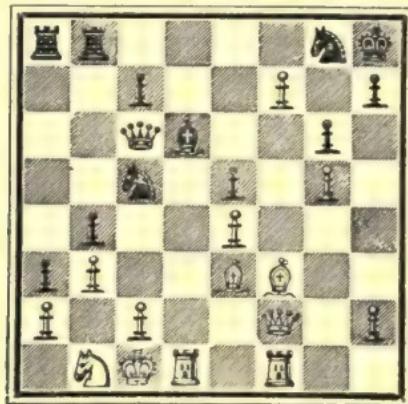
- | | |
|---------------------|------------------------|
| 26. Kt. to his sq. | 26. P. to Kt's 5th. |
| 27. Q. to B's 2nd. | 27. Q. Kt. to Q's 2nd. |
| 28. P. to Kt's 5th. | 28. Kt. to his sq. |

Taking King's Pawn would have cost a piece.

- | | |
|-------------------------|------------------------|
| 29. P. to B's 6th (ch.) | 29. K. to R's sq. |
| 30. P. to B's 7th. | 30. Kt. to Q. B's 4th. |

Threatening to capture Q. Kt's P., checking, and follow that up with the advance of the Q. R's P. Had Black, in place of this move, played Kt. to K's 2nd, his adversary would have replied with B. to Kt's 4th winning a piece and the game. We give a diagram shewing the situation of the pieces :—

BLACK.



WHITE.

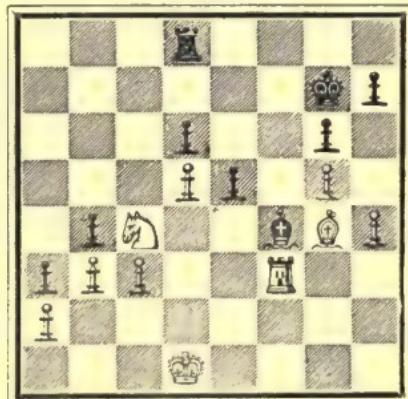
- | | |
|-------------------------------------|-------------------------|
| 31. P. takes Kt., becoming Q. (ch.) | 31. K. takes Q. |
| 32. B. takes Kt. | 32. B. takes B. |
| 33. Q. to K's 2nd. | 33. Q. to K's 3rd |
| 34. Kt. to Q's 2nd. | 34. K. to R's sq. |
| 35. B. to Kt's 4th. | 35. Q. to K's 2nd. |
| 36. Kt. to B's 3rd | 36. R. to Q's sq. |
| 37. P. to R's 4th. | 37. R. to Q's 3rd. |
| 38. R. takes R. | 38. P. takes R. |
| 39. Q. to B's 4th. | 39. R. to K. B's sq. |
| 40. Q. to K's 6th. | 40. B. to K's 6th (ch.) |
| 41. K. to Q's sq. | 41. Q. to Q. B's 2nd. |
| 42. Kt. to Q's 2nd. | |

The accuracy with which every move is played is worthy of observation.

- | | |
|---------------------|-----------------------|
| 43. Kt. to B's 4th. | 42. B. to B's 5th. |
| 44. Q. to her 5th. | 43. Q. to B's 4th. |
| 45. P. takes Q. | 44. Q. takes Q. (ch.) |
| 46. R. to B's 3rd. | 45. R. to Q's sq. |
| 47. P. to B's 3rd. | 46. K. to Kt's 2nd. |

This is excellently played, it secures a passed Pawn and an easy victory. The end game is represented on the diagram that follows :—

BLACK.



WHITE.

- | | |
|-----------------|-----------------------|
| 48. P. takes P. | 47. R. to Q. Kt's sq. |
| | 48. R. takes P. |

- | | |
|-------------------------|---------------------|
| 49. K. to B's 2nd. | 49. K. to B's sq. |
| 50. K. to B's 3rd. | 50. R. to Kt's 4th. |
| 51. B. to K's 6th. | 51. R. to B's 4th. |
| 52. P. to Kt's 4th. | 52. R. to B's 2nd. |
| 53. P. to Kt's 5th. | 53. K. to his 2nd. |
| 54. P. to Kt's 6th. | 54. R. to Kt's 2nd. |
| 55. B. to B's 8th. | 55. R. to Kt's sq, |
| 56. P. to Kt's 7th. | 56. K. to Q's sq. |
| 57. Kt. takes Q's P. | 57. K. to his 2nd. |
| 58. Kt. to his 5th. | 58. P. to R's 3rd. |
| 59. P. to Q's 6th (ch.) | |

And wins.

MATCH

BETWEEN

MR. MORPHY AND HERR LÖWENTHAL.

THE present match was commenced on the 19th of July, and concluded on the 22nd of August, 1858, the games being played in the rooms of the two principal Metropolitan chess clubs alternately.

The chief preliminaries, excepting the usual matters of routine, consisted of arrangements to the effect that the winner of the first nine games should be declared victor, and that play should take place on four days in each week, until the conclusion of the match; the *séances* being held, in turn, at the St. George's Chess Club, in King-street, St. James's, and at the London Club, in Cornhill.

Lord Arthur Hay and another Member of the St. George's acted as Mr. Morphy's seconds, and the same favour was conferred upon Mr. Löwenthal by Mr. Barnes and Mr. Oldham; Mr. Staunton readily consented to fill the office of umpire, and Mr. Lewis accepted the appointment of holder of the stakes on the occasion. The combatants met regularly; and at the conclusion of the match, Mr. Morphy scored 9 games, and Mr. Löwenthal scored 3; two other *parties* having been drawn.

The above contest, forming the first match played by the American champion in Europe, excited the liveliest interest among the lovers of chess in Great Britain; the proceedings were fully reported in most of the leading journals, and the club-rooms on the occasions of play frequently filled with an assembly of the *élite*.

GAME I.—PHILIDOR'S DEFENCE.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.
4. Kt. to K. B's 3rd.

An instructive analysis of this opening will be found in the second volume of the "Chess Monthly," p. 12.

5. Kt. to Q. B's 3rd.
6. B. to K's 2nd.
7. Castles.
8. Kt. to B's 3rd.
9. B. to K. B's 4th.
10. Q. to her 2nd.
11. P. takes P.

5. B. to K's 2nd.
6. Castles.
7. P. to B's 4th.
8. Kt. to B's 3rd.
9. B. to K's 3rd.
10. P. to Q's 4th.

P. to K's 5th would have been bad play, as Black would then have moved the Kt. to K. R's 4th, following with P. to Q's 5th, obtaining an excellent position.

12. Q. R. to Q's sq.
13. Q. takes Kt.
14. B. to Q's 3rd.
15. Kt. to K. Kt's 5th.
16. Q. takes B.
17. Q. to R's 4th.

11. Kt. takes P
12. Kt. takes B.
13. Q. to R's 4th
14. Q. R. to Q's sq.
15. B. takes Kt.
16. P. to K. R's 3rd.
17. Kt. to Q's 5th.

A very good move, which would have proved dangerous had White omitted to make the proper reply.

18. P. to Q. R's 3rd.

The only correct move. Had White played P. to K. R's 3rd, or K. R. to K's sq., Black would have gained at least a Pawn by playing Q. to Q. Kt's 5th, &c.

19. K. R. to K's sq.
20. Kt. to R's 4th.
21. Kt. to B's 3rd.
22. R. to K's 5th.
23. Q. R. to K's sq.
24. R. takes R. (ch.)
25. R. takes R. (ch.)
26. Q. to K's 7th

18. K. R. to K's sq.
19. Q. to Kt's 3rd.
20. Q. to R's 4th.
21. P. to B's 4th.
22. B. to B's 2nd.
23. Q. to Kt's 3rd.
24. R. takes R.
25. B. takes R.
26. B. to B's 2nd.

27. Kt. to R's 4th.

28. Kt. takes P.

29. P. to K. B's 3rd.

Had White played P. to K. R's 3rd, Black would have drawn the game by perpetual check; and if P. to K. Kt's 3rd, Black would have won easily by playing Q. to her 8th (ch.), &c.

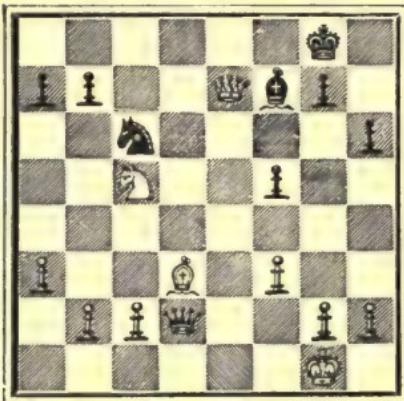
27. Q. to R's 4th.

28. Q. to her 7th.

29. Kt. to B's 3rd.

Very well played, forcing the retreat of White's Queen from a square where she occupied a strong position. See diagram below:—

BLACK.



WHITE.

30. Q. to K's 2nd.

It is obvious that had White captured the Q. Kt's P., the loss of a piece would have immediately followed.

30. Q. to B's 8th (ch.)

31. K. to B's 2nd.

31. Q. takes Kt's P.

32. B. takes P.

This was much better than playing the P. to Q. R's 4th, as Black would then have moved the Queen to Q. Kt's 5th, &c.

32. Q. takes R's P.

33. Q. to Kt's 5th.

Kt. takes Kt's P., instead of the move in the text, would have been injudicious; Black would have replied with Q. to Q. Kt's 5th, threatening to take the Knight, and at the same time improving the position of his Queen.

33. Q. to B's 6th.

Correctly played. Had Black preferred Kt. to Q's 5th, White might have replied with Q. takes Q. Kt's P.; Black's best move would then

have been Kt. takes B., to which White could have answered with Q. to Q. B's 8th (ch.), regaining the piece with a Pawn a-head and a good position.

- | | |
|-------------------------|--------------------------|
| 34. Kt. to his 3rd. | 34. Q. to B's 3rd. |
| 35. Q. takes P. | 35. P. to Kt's 3rd. |
| 36. Q. to B's 8th (ch.) | 36. K. to R's 2nd. |
| 37. B. to Q's 3rd. | 37. Kt. to K's 4th. |
| 38. Kt. to Q's 2nd. | 38. Q. to R's 5th (ch.) |
| 39. K. to B's sq. | 39. Q. takes P. |
| 40. Kt. to K's 4th. | 40. Q. to R's 8th (ch.) |
| 41. K. to B's 2nd. | 41. Q. to Q. B's 8th. |
| 42. Q. to B's 3rd. | 42. Q. to B's 5th. |
| 43. K. to his 2nd. | 43. P. to K. R's 4th. |
| 44. Kt. to B's 2nd. | 44. P. to R's 5th. |
| 45. Q. her 2nd. | 45. Q. to Kt's 6th. |
| 46. Q. to K's 3rd. | 46. P. to R's 4th. |
| 47. Q. to K's 4th. | 47. B. to K's 3rd. |
| 48. P. to K. B's 4th. | 48. Kt. takes B. |
| 49. P. takes Kt. | 49. B. to Kt's 5th (ch.) |
| 50. K. to B's sq. | 50. B. to B's 4th. |
| 51. Q. to K's 7th (ch.) | 51. K. to R's 3rd. |

And the game was declared drawn.

✓GAME II.—KING'S GAMBIT DECLINED.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to B's 3rd.
5. B. to B's 4th.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. B. to B's 4th.
3. P. to Q's 3rd.
4. B. to K. Kt's 5th.

The move recommended as best here is B. to K's 2nd, and the game is then continued thus:—

- | | |
|-----------------------|-----------------------|
| 5. B. to K's 2nd. | 5. B. takes Kt. |
| 6. B. takes B. | 6. Kt. to Q. B's 3rd. |
| 7. P. to Q. Kt's 4th. | 7. B. to Kt's 3rd. |
| 8. P. to Kt's 5th. | 8. Q. Kt. to K's 2nd. |
| 9. P. to Q's 4th. | 9. P. takes P. |
| 10. P. takes P. | 10. P. to Q. R's 3rd. |
| 11. P. takes P. | 11. R. takes P. |
| 12. B. to K's 2nd. | 12. R. to his 2nd. |

13. Castles.
 14. B. to B's 3rd.
 15. B. to Kt's 2nd.
 16. K. to R's sq.

13. Kt. to K. E's 3rd.
 14. Kt. to B's 3rd.
 15. Castles.

And the position of the centre Pawns gives White somewhat the advantage.

- | | |
|----------------------|-----------------------|
| 6. Q. takes B. | 5. B. takes Kt. |
| 7. P. to Q. Kt's 4th | 6. Kt. to K. B's 3rd. |
| 8. P. to Q's 3rd. | 7. B. to Kt's 3rd. |
| 9. P. to B's 5th. | 8. Q. Kt. to Q's 2nd. |
| 10. P. to Kt's 4th. | 9. Q. to K's 2nd. |

Premature. B. to K. Kt's 5th would have been correct play.

- | | |
|------------------------|-----------------------|
| | 10. P. to K. R's 3rd. |
| 11. K. to his 2nd. | 11. P. to B's 3rd. |
| 12. P. to K. Kt's 5th. | 12. P. takes P. |

Black has now obtained a free range for the King's Rook, which promises subsequently to become a material advantage to him.

- | | |
|--------------------|--------------------|
| 13. Q. B. takes P. | 13. P. to Q's 4th. |
|--------------------|--------------------|

The best move.

14. B. to Kt's 3rd.

This also is the right move, for if—

- | | |
|----------------------|---------------------|
| 14. P. takes P. | 14. P. to K's 5th. |
| 15. Q. to Kt's 2nd.* | 15. Kt. to K's 4th. |

And White's position seems nearly hopeless.

- | | |
|---------------------|--------------------|
| 15. Kt. to Q's 2nd. | 14. Q. to her 3rd. |
| | 15. P. to R's 4th. |

Bringing the Queen's Rook into action, and thus adding to the strength of the attack.

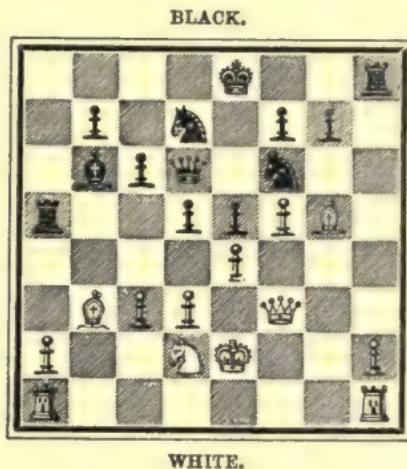
16. P. takes R's P.

The capture of the Pawn was compelled, for if the Knight's Pawn had been supported with the Rook's Pawn, in the exchange White would have been obliged to take with his B's P., when Black might have brought his B. to Q's 5th, with marked effect.

* What else can he do? If 15. P. takes P.—15. Kt. to K's 4th, winning a piece; and if 15. Q. to Kt's 3rd—15. P. takes P., discovering check, and winning easily.

16. Q's R. takes P.

Black's pieces are now in full play, and he has an excellent game. The accompanying diagram shews the position of the pieces after his sixteenth move :—



WHITE.

17. P. to K. R's 4th.
18. Kt. to B's sq.
19. B. to B's 2nd.

17. Kt. to R's 4th.
18. Kt. to B's 4th.
19. R. to Kt's 4th.

R. to his 6th would have decided the game in Black's favour, e.g.,—

20. B. to Q's 2nd.
21. R. to Q. B's sq.
22. B. takes B., or (A.)
23. P. takes P.
24. Q. to K's 3rd (best.)
19. R. to his 6th.
20. B. to R's 4th.
21. B. takes P.
22. R. takes B.
23. P. to K's 5th.
24. Kt. to B's 5th (ch.) followed

by Kt. takes Q's P., attacking Queen, &c.

(A.)

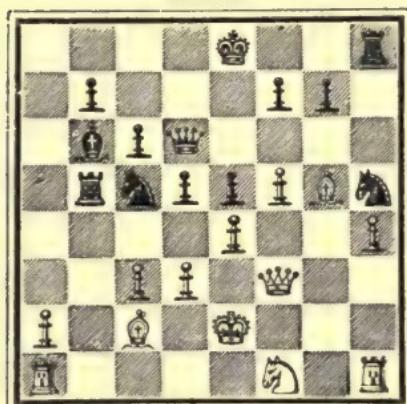
22. P. takes P.
23. K. takes B.
24. B. to Kt's 3rd.

22. B. takes B.
23. P. takes P.
24. P. to K's 5th.

With a winning position.

The diagram that follows, in which the situation of the pieces is given, will enable the student to study the above variations as well as to trace out the course of play actually pursued :—

BLACK.



WHITE.

20. B. to nis sq.

20. P. takes P.

Kt. to B's 5th (ch.), at once, was the proper move, for if 21. B. takes Kt.—21. R. to Q. Kt's 7th renders White's game yet more difficult to defend.

21. P. takes P.

21. R. to Kt's 7th.

This, as the result proves, was an erroneous sacrifice.

22. B. takes R.

22. Kt. to B's 5th (ch.)

23. K. to his sq.

23. Kt. to Q's 6th (ch.)

24. B. takes Kt.

24. Kt. takes B. (ch.)

25. K. to Q's 2nd.

In forming the plan of attack, on his nineteenth move, Mr. L. concluded too hastily that the Black King could never be played to this square, whereas it was the only move to save the game, and rendered the sacrifice of the Rook, to which we have referred in the foregoing note, utterly abortive.

25. Kt. takes B. (dis. ch.)

26. K. to B's 2nd.

26. Q. to R's 6th.

Kt. to B's 5th would have been the correct play.

27. Kt. to Q's 2nd.

27. B. to B's 2nd.

An unaccountable blunder, to occur in a match game.

28. Kt. to his sq.

And wins.

GAME III.—PETROFF'S DEFENCE.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. Kt. takes P.
4. Kt. to K. B's 3rd.
5. P. to Q's 4th.
6. B. to Q's 3rd.

B. to Q's 3rd is the more usual move, but the one made may be adopted with equal, if not greater, advantage.

7. Castles.

7. Kt. to Q. B's 3rd.

Castling is generally practised at this juncture, but the text move is also good and safe.

8. R. to K's sq.

8. P. to B's 4th.

Mr. Morphy thinks that he ought rather to have played Kt. to Q's 3rd, or B's 3rd, and that then the game would have been even; but in consequence of this advance of the Pawn his position shortly becomes the weaker of the two.

9. P. to B's 4th.
10. P. takes P.
11. Kt. to B's 3rd.
12. P. takes Kt.
13. B. to K. B's 4th.

9. B. to K's 3rd.
10. B. takes P.
11. Kt. takes Kt.
12. Castles.
13. B. to Q's 3rd.

It was necessary to get rid of the adverse Queen's Bishop, to prevent it from occupying the King's 5th square, where its action would have been formidable.

14. B. takes B.
15. Kt. to K's 5th.
16. P. to Q. B's 4th.

14. Q. takes B.
15. Q. R. to K's sq.

Premature; it would have been better to have advanced the P. to K. B's 4th. Indeed, if White had played thus, he would have had an excellent game.

17. Kt. takes Kt.
18. B. to his sq.
19. Q. to her 2nd.
20. R. takes R.

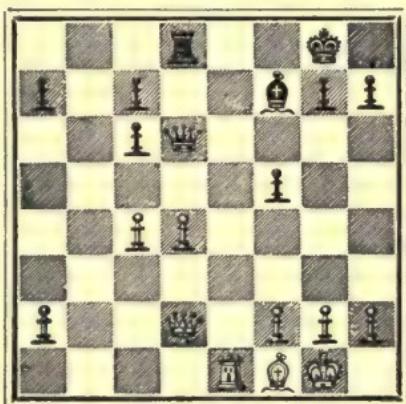
16. B. to K's 3rd.
17. P. takes Kt.
18. B. to B's 2nd.
19. R. takes R.
20. R. to Q's sq.

Mr. Morphy is of opinion that P. to B's 4th would have been infinitely stronger.

21. Q. to R's 5th.

R. to Q's square might also have been played, for if in reply Black had pushed P. to B's 4th, White would have answered with P. to Q's 5th, and if then P. to B's 3rd, White might have commenced an attack on the K. B's P., gaining the requisite time to bring the Bishop to B's 2nd and Kt's 3rd, and so saving the threatened Pawn. We are of opinion, however, that the move really adopted was a better one. A diagram is given of the position previous to this move of White :—

BLACK.



WHITE.

22. Q. takes Q. B's P.

23. Q. to B's 4th.

21. Q. takes P.

22. Q. to Kt's 3rd.

R. to K's 7th as suggested by some of the leading members of the London Club, would not have led to any decisive result, *e.g.*,—

23. R. to K's 7th.

23. R. to Q's 8th.*

24. R. takes B.

24. R. takes B. (ch.)

25. K. takes R.

25. Q. to Kt's 8th (ch.)

26. K. to his 2nd.

26. Q. to B's 7th (ch.)

27. K. to his 3rd.

27. Q. to B's 6th (ch.)

28. K. to B's 4th.

28. Q. takes P. (ch.)

29. K. takes P.

29. Q. takes R. (ch.)

30. Q. takes Q. (ch.)

30. K. takes Q.

31. K. to his 5th.

31. K. to his 2nd.

And with the best play on both sides the game would probably have been drawn.

* If 23. R. to K. B's sq.—24. Q. takes R's P., &c., or if 23. Q. takes Q.—24. R. takes Q., winning a Pawn.

24. P. to K. R's 3rd.
25. Q. to B's 7th.

23. P. to Kt's 3rd.
24. Q. to Kt's 7th.
25. Q. to Kt's 3rd.

It was judicious play on Mr. Morphy's part to challenge the exchange of Queens, with his King in such an exposed position. If accepted, the end game would have been reduced to a probable draw.

26. R. to K's 7th.
27. Q. to B's 8th (ch.)

26. R. to Q's 8th.

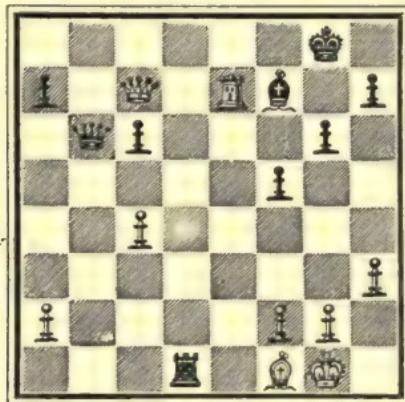
If the Bishop had been taken the game most likely would have been continued, as in the variation given in the preceding note, viz.: R. takes B., &c., eventually regaining the Rook.

28. Q. to B's 7th.

27. R. to Q's sq.
28. R. to Q's 8th.

Mr. Morphy played only for the draw. See diagram

BLACK.



WHITE.

29. Q. to K's 5th.

A bad move, changing the whole aspect of the game at once. Mr. L. should have been contented with a draw.

30. Q. to K's 2nd.
31. R. to K's 5th.
32. P. to B's 3rd.
33. P. to K. R's 4th.
34. P. to B's 5th.
35. R. to K's 4th.

29. Q. to Kt's 8th.
30. K. to B's sq.
31. P. to B's 5th.
32. Q. to B's 8th.
33. P. to K. R's 3rd.
34. K. to Kt's 2nd.
35. Q. takes P. (ch.)

The Pawn could never have been saved, as Black always threatened K. to B's 3rd.

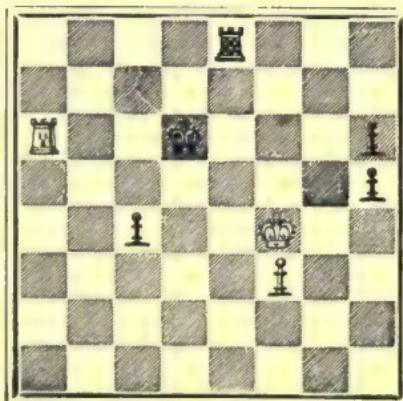
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|---------------------|-------------------------|
| 36. K. to R's 2nd. | 36. Q. to B's 8th. |
| 37. K. to Kt's sq. | 37. R. to Q's 7th. |
| 38. Q. to R's 6th. | 38. R. takes R's P. |
| 39. Q. to her 3rd. | 39. R. to Q's 7th. |
| 40. Q. to R's 6th. | 40. R. to Q's 8th. |
| 41. P. to Kt's 3rd. | 41. P. takes P. |
| 42. K. to Kt's 2nd. | 42. Q. to B's 4th. |
| 43. K. takes P. | 43. Q. to Kt's 8th (ch) |
| 44. B. to Kt's 2nd. | 44. R. to Q's 7th. |
| 45. Q. to B's sq. | 45. Q. takes Q. |
| 46. B. takes Q. | 46. K. to B's 3rd. |
| 47. B. to B's 4th. | 47. B. takes B. |
| 48. R. takes B. | 48. R. to Q's 3rd. |
| 49. K. to B's 4th. | 49. R. to K's 3rd. |
| 50. R. to Q's 4th. | 50. K. to his 2nd. |
| 51. R. to his 4th. | 51. K. to Q's 3rd. |
| 52. R. takes P. | 52. P. to B's 4th. |
| 53. R. to his sq. | 53. P. to B's 5th. |
| 54. P. to R's 5th. | 54. P. takes P. |

R. to B's 3rd (ch.), and then P. to Kt's 4th would have won without difficulty.

- | | |
|-------------------------|--------------------|
| 55. K. to B's 5th. | 55. R. to K's 6th. |
| 56. K. to B's 4th. | 56. R. to K's sq. |
| 57. R. to his 6th (ch.) | |

The position here is so singularly instructive that we award it a diagram. Black has two Pawns more than his opponent, and yet if the latter had played correctly he might have ensured a drawn game.

BLACK.



WHITE.

58. R. takes P.
 59. R. takes P. (ch.)
 60. R. to his 7th.
 61. R. to Q's 7th (ch.)
 62. K. to his 3rd.
 63. K. to B's 2nd.
57. K. to Q's 4th.
 58. P. to B's 6th.
 59. K. to Q's 5th.
 60. R. to Q. B's sq.
 61. K. to B's 5th.
 62. R. to K's sq. (ch.)

This was a grievous error. K. to B's 4th would have made the remise a certainty.

64. R. to B's 7th (ch.)
 65. R. to Q's 7th (ch.)
 66. R. to B's 7th (ch.)
 67. R. to Q's 7th (ch.)
 68. R. to Q. Kt's 7th.
 69. P. to B's 4th.
 70. K. to B's 3rd.
 71. R. to K. R's 7th.
 72. R. to K. R's sq.
 73. R. takes Q.
 74. K. to his 4th.
 75. K. to Q's 4th.
 76. P. to B's 5th.
 77. K. to Q's 5th.
 78. P. to B's 6th.
 79. P. to B's 7th.
63. P. to B's 7th.
 64. K. to Q's 6th.
 65. K. to B's 6th.
 66. K. to Q's 7th.
 67. K. to B's 8th.
 68. R. to K's 4th.
 69. R. to K's 5th.
 70. R. to B's 5th.
 71. K. to Q's 7th.
 72. P. Queens.
 73. R. takes R.
 74. R. to K's 8th (ch.).
 75. K. to K's 7th.
 76. K. to B's 6th.
 77. K. to B's 5th.
 78. K. to Kt's 4th.
 79. R. to K. B's 8th.

And White resigned.

GAME IV.—KING'S GAMBIT DECLINED.

- | WHITE. (Mr. M.) | BLACK. (Mr. L.) |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. P. to K. B's 4th. | 2. B. to B's 4th. |
| 3. Kt. to K. B's 3rd. | 3. P. to Q's 3rd. |
| 4. P. to B's 3rd. | 4. B. to K. Kt's 5th. |
| 5. B. to K's 2nd. | 5. B. takes Kt. |
| 6. B. takes B. | 6. Kt. to Q. B's 3rd. |
| 7. P. to Q. Kt's 4th. | 7. B. to Kt's 3rd. |
| 8. P. to Kt's 5th. | 8. Q. Kt. to K's 2nd. |

9. P. to Q's 4th.

9. P. takes B's P.

The books give as best P. takes Q's P., but the move played may be adopted without disadvantage.

10. B. takes P.

10. Kt. to Kt's 3rd.

11. B. to K's 3rd.

11. Kt. to B's 3rd.

12. Kt. to Q's 2nd.

12. Castles.

13. Castles.

13. P. to K. R's 3rd.

14. P. to Q. R's 4th.

14. P. to B's 3rd.

15. Q. to K's 2nd.

15. R. to K's sq.

16. Q. to Q's 3rd.

The *coup juste*, providing for Black's intended attack of P. to Q's 4th, &c.

16. P. to Q's 4th.

A bad move, and the origin of all subsequent troubles.

17. P. to K's 5th.

17. Kt. to Q's 2nd.

18. B. to R's 5th.

A very good move.

18. R. to K's 3rd.

19. P. to R's 5th.

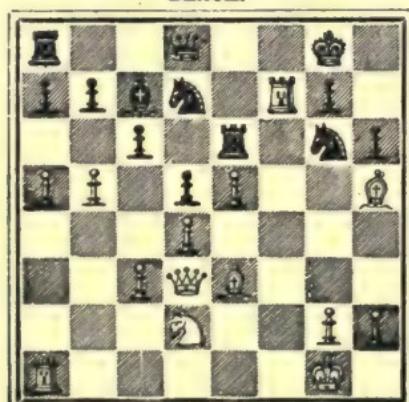
The sacrifice of the Rook at once would have been equally good, but as White's mode of play did not lose time, and as it moreover compelled the adverse Bishop to abandon an important diagonal, we are not sure but that Mr. Morphy selected wisely.

19. B. to B's 2nd.

20. R. takes P.

An admirable stroke of play. The position is sufficiently interesting to warrant the diagram we append:—

BLACK.



WHITE.

20. K. takes R.

Kt. to R's sq. would have been decidedly better, but White even then would have had by far the superior game.

21. Q. to B's 5th (ch.)

22. B. takes Kt.

23. B. to B's 2nd.

21. K. to K's 2nd.

22. Q. to K. Kt's sq.

23. Kt. takes P.

A useless sacrifice. Kt. to K. B's sq. might have given him a chance of redeeming his position.

24. P. takes Kt.

24. R. to K. B's sq.

Making bad infinitely worse.

25. B. to B's 5th (ch.)

25. K. to Q's sq.

26. B. takes R.

26. R. takes P.

27. Q. to K. B's 2nd.

27. Q. to K's 3rd.

28. P. to Kt's 6th.

28. P. takes P.

29. P. takes P.

29. Q. takes B.

30. P. takes B. (ch.)

30. K. takes P.

31. R. to Q. Kt's sq.

And wins.

GAME V.—PETROFF'S DEFENCE.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. Kt. takes P.
4. Kt. to K. B's 3rd.
5. P. to Q's 4th.
6. B. to Q's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 3rd.
4. Kt. takes P.
5. P. to Q's 4th.
6. B. to K's 2nd.

As we have previously observed, we consider this to be quite as good, if not better, than the ordinary move, B. to Q's 3rd, recommended in some of the books.

7. Castles.
8. P. to B's 4th.
9. P. takes P.
10. B. to K's 3rd.
11. Kt. to B's 3rd.
12. Kt. takes B.
13. B. to B's 2nd.

7. Kt. to Q. B's 3rd.
8. B. to K's 3rd.
9. B. takes P.
10. Castles.
11. P. to B's 4th.
12. Q. takes Kt.
13. K. to R's sq.

14. B. to Kt's 3rd.
15. P. to Q's 5th.

The only move to avert the loss of the Pawn, which, though it appears weak, now becomes very effective.

16. B. to Q's 4th.
17. R. to K's sq.
18. B. takes B.

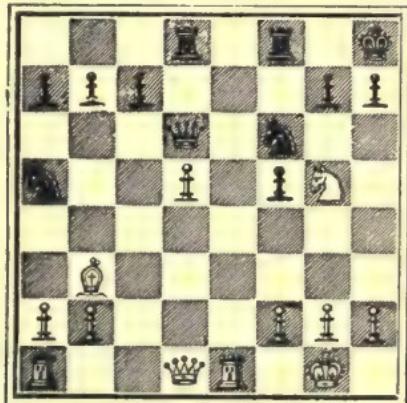
The position here is critical and difficult, and there is but one mode of maintaining the threatened Pawn.

18. Kt. takes Q's B.

19. Kt. to Kt's 5th.

The game is now in favour of White ; his adversary on the previous move should rather have taken the Bishop with the Queen or Rook. See diagram :—

BLACK.



WHITE.

20. P. to Kt's 3rd.
21. Q. to K's 2nd.
22. P. takes Kt.
23. Q. to B's 3rd.
24. Q. to R's 5th.
25. Q. R. to Q's sq.

19. Kt. to Kt's 5th.
20. Q. to B's 4th.
21. Kt. takes B.
22. Q. R. to K's sq.
23. Kt. to K's 4th.
24. P. to K. R's 3rd.

It would have been imprudent to grasp at the exchange by Kt. to K's 6th, on account of Q. takes P. and Kt. to B's 6th (ch.)

25. Q. to Q. B's 7th.

Very well played, not only improving the position of the Queen, but altogether frustrating White's design of R. takes Kt., &c.

- | | |
|----------------------|-------------------------------|
| 26. Kt. to K's 6th. | 26. Kt. to Kt's 5th. |
| 27. R. to K. B's sq. | 27. Q. takes P., at Kt's 2nd. |
| 28. Kt. takes R. | 28. R. takes Kt. |
| 29. P. to R's 3rd. | 29. Kt. to B's 3rd. |
| 30. Q. takes B's P. | 30. Q. takes Kt's P. |
| 31. P. to Q's 6th. | 31. P. takes P. |

Had Black played Kt. to R's 2nd, the following singular variation would have ensued :—

- | | |
|-----------------------|---------------------|
| 32. Q. takes R. (ch.) | 31. Kt. to R's 2nd. |
| 33. P. takes P. | 32. Kt. takes Q. |

And must advance to Queen.

- | | |
|-----------------------|------------------------|
| 32. R. takes P. | 32. Q. to B's 2nd. |
| 33. R. to Q's 2nd. | 33. P. to R's 3rd. |
| 34. R. to K's sq. | 34. P. to Q. Kt's 4th. |
| 35. Q. to B's 5th. | 35. R. to K's sq. |
| 36. Q. R. to K's 2nd. | |

As Black has two passed Pawns as an equivalent for the loss of the exchange, great nicety of play is required on the part of White.

- | | |
|----------------------------|---------------------|
| 36. R. takes R. | |
| 37. R. takes R. | 37. Q. to Kt's 6th. |
| 38. Q. to K. B's 8th (ch.) | 38. Kt. to Kt's sq. |

K. to R's 2nd, as in the variation below, would have been better. He could not interpose the Queen, for White would have exchanged Queens, then placed his Rook at R's 2nd, and gained both the Pawns. Let us suppose then :—

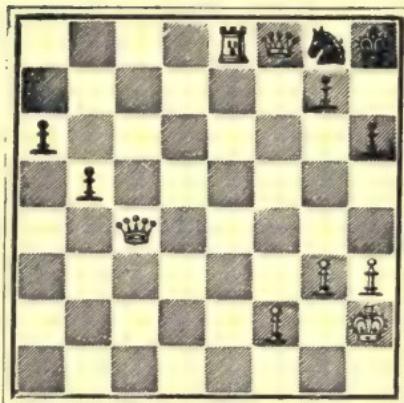
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|--------------------|--------------------------|
| 39. R. to K's 7th. | 38. K. to R's 2nd. |
| 40. K. to R's 2nd. | 39. Q. to Kt's 8th (ch.) |
| | 40. Q. to Kt's 3rd. |

With a superior position to the one actually acquired.

- | | |
|--------------------|-------------------------|
| 39. R. to K's 7th. | 39. Q. to Q's 8th (ch.) |
| 40. K. to R's 2nd. | 40. Q. to Q's 5th. |
| 41. R. to K's 8th. | 41. Q. to Q. B's 5th. |

A singular position, for Black cannot avoid the loss of his two passed Pawns. To facilitate examination we append a diagram, and commend the position as a good study :—

BLACK.



WHITE.

- | | |
|-------------------------|---------------------|
| 42. R. to R's 8th. | 42. P. to Kt's 5th. |
| 43. R. to R's 7th. | 43. Q. to Q's 5th. |
| 44. R. takes P. | 44. P. to Kt's 6th. |
| 45. R. to R's 8th. | 45. Q. to Q's 4th. |
| 46. R. to R's 7th. | 46. Q. to Q's 5th. |
| 47. R. to Kt's 7th. | 47. Q. to B's 6th. |
| 48. Q. to B's 7th. | 48. K. to R's 2nd. |
| 49. R. takes P. | 49. Q. to K's 4th. |
| 50. R. to Kt's 7th. | 50. P. to R's 4th. |
| 51. R. to Q's 7th. | 51. Kt. to R's 3rd. |
| 52. Q. to Q's 5th. | 52. Q. to B's 3rd. |
| 53. Q. to Q's 3rd (ch.) | 53. K. to R's sq. |
| 54. R. to Q's 8th (ch.) | 54. Kt. to Kt's sq. |
| 55. Q. to Q's 4th. | 55. Q. to B's 6th. |
| 56. K. to Kt's sq. | 56. K. to R's 2nd. |
| 57. Q. to Q's 5th. | 57. Q. takes Q. |
| 58. R. takes Q. | 58. Kt. to B's 3rd. |
| 59. R. to K's 5th. | 59. K. to Kt's 3rd. |
| 60. P. to B's 4th. | 60. K. to B's 2nd. |
| 61. K. to Kt's 2nd. | 61. K. to Kt's 3rd. |
| 62. K. to B's 3rd. | 62. K. to B's 2nd. |
| 63. R. to Q. R's 5th. | 63. K. to Kt's 3rd. |
| 64. R. to R's 6th. | 64. K. to B's 2nd. |
| 65. P. to B's 5th. | 65. Kt. to Q's 4th. |
| 66. P. to Kt's 4th. | 66. P. takes P. |
| 67. P. takes P. | 67. Kt. to K's 2nd. |

68. K. to B's 4th. 68. Kt. to Q's 4th (ch.)
 69. K. to K's 5th. 69. Kt. to B's 3rd.
 70. R. to R's 7th (ch.)
 And Black surrenders.
-

GAME VI.—SICILIAN OPENING.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. P. to Q's 4th.	2. P. takes P.
3. Kt. to K. B's 3rd.	3. Kt. to Q. B's 3rd.
4. Kt. takes P.	4. P. to K's 4th.
5. Kt. takes Kt.	5. Kt's P. takes Kt.
6. B. to Q. B's 4th.	6. Kt. to B's 3rd.

Black has not a good position at this juncture, and perhaps his best method of averting White's attack would be to play 6. Q. B. to R's 3rd, and if White capture B. with B., to play Q. to Q. R's 4th (ch.), and then retake the piece with Q.

7. Castles. 7. P. to Q's 4th.

Played without due reflection, the consequent loss of the Pawn ought otherwise to have been perceived ; and the following variation shews that there are strong objections also to Black's playing 7. Kt. takes K's P., *e.g.*—

- | | |
|------------------------------|-----------------------|
| 8. R. to K's sq. | 7. Kt. takes K's P. |
| 9. R. takes Kt. | 8. P. to Q's 4th (if) |
| 10. B. takes K. B's P. (ch.) | 9. P. takes R. |

And White wins his opponent's Queen.

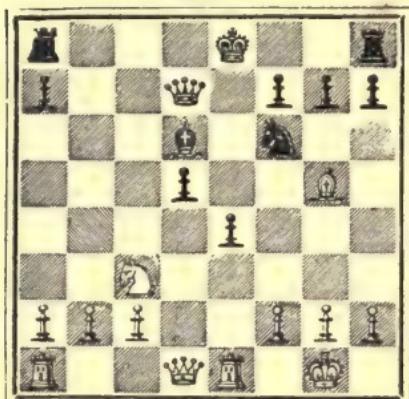
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|-------------------------|--------------------|
| 8. P. takes P. | 8. P. takes P. |
| 9. B. to Kt's 5th (ch.) | 9. B. to Q's 2nd. |
| 10. B. takes B. (ch.) | 10. Q. takes B. |
| 11. R. to K's sq. | 11. B. to Q's 3rd. |
| 12. Kt. to B's 3rd. | 12. P. to K's 5th. |

It would have been better to have played P. to Q's 5th.

13. B. to Kt's 5th.

Exacting the full penalty of Black's weak play in the opening.

BLACK.



WHITE.

- | | |
|-------------------|-----------------------|
| 14. Q. takes P. | 13. Kt. to Kt's 5th. |
| 15. K. to R's sq. | 14. B. takes P. (ch.) |
| 16. Kt. takes Q. | 15. Q. takes Q. |
| | 16. Castles (K. R.) |

This move loses a piece, but the game was previously past redemption

- | | |
|-----------------------|----------------------|
| 17. P. to K. B's 3rd. | 17. P. takes P. |
| 18. P. takes P. | 18. Kt. to K's 4th. |
| 19. R. to K's 3rd. | 19. P. to B's 3rd. |
| 20. K. takes B. | 20. Q. R. to Q's sq. |
| 21. R. takes Kt. | |

Very well played.

- | | |
|--------------------------------------|-----------------------|
| 22. K. to Kt's 3rd. | 21. P. takes B. |
| 23. P. to Q. B's 4th. | 22. P. to K. R's 3rd. |
| 24. Q. R. to K's sq. | 23. R. to B's 2nd. |
| 25. P. to B's 5th. | 24. K. to B's sq. |
| 26. P. to B's 6th. | 25. P. to Kt's 3rd. |
| 27. P. to B's 7th. | 26. R. to Q. B's sq. |
| 28. R. to K's 8th (ch.) | 27. Q's R. takes P. |
| 29. Kt. takes R., and Black resigns. | 28. K. to Kt's 2nd |

GAME VII.—PHILIDOR'S DEFENCE.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 3rd.

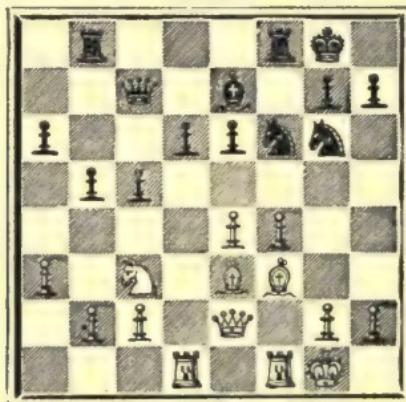
3. P. to Q's 4th.
 4. Q. takes P.
 5. Kt. to B's 3rd.
 6. B. to K's 3rd.
 7. Q. to Q's 2nd.
 8. R. to Q's sq.
 9. B. to K's 2nd.
 10. Castles.
 11. P. to Q. R's 3rd.
 12. Kt. to Q's 4th.
 13. Kt. takes B.
 14. P. to K. B's 4th.
3. P. takes P.
 4. B. to K's 3rd.
 5. P. to Q. R's 3rd.
 6. Kt. to Q. B's 3rd.
 7. Kt. to B's 3rd.
 8. B. to K's 2nd.
 9. Castles.
 10. P. to Q. Kt's 4th.
 11. Kt. to K's 4th.
 12. P. to Q. B's 4th.
 13. P. takes Kt.

White has now a splendid game, and the position is in his favour.

15. B. to B's 3rd.
 16. Q. to K's 2nd.
 17. P. to K. R's 4th.
 14. Kt. to Kt's 3rd.
 15. R. to Q. Kt's sq.
 16. Q. to B's 2nd.

A blunder which at once changed the whole aspect of the game. White's intention was to have played up the King's Knight's Pawn, which would have still further improved his position, but by some hallucination the Rook's Pawn was advanced instead, and left *en prise*. We add a diagram of the position previous to the mistake:—

BLACK.



WHITE.

18. B. to Kt's 4th.
 19. Q. takes Kt.
 20. P. to K. Kt's 3rd
 17. Kt. takes R's P.
 18. Kt. takes B.
 19. Q. to B's sq.
 20. Kt. to Kt's 3rd

21. R. to B's 2nd. 21. R. to B's 3rd.
 22. Q. R. to K. B's sq. 22. P. to Kt's 5th.
 23. P. takes P. 23. P. takes P.
 24. Kt. to R's 4th.

Another and a fatal mistake, which sacrifices a second Pawn and places the game beyond the pale of recovery.

25. P. to Kt's 3rd. 24. Q. to B's 3rd.
 26. B. to R's 7th. 25. Q. takes K's P.
 27. R. to K's 2nd. 26. Q. R. to K. B's sq.
 28. B. to B's 2nd. 27. Q. to Kt's 2nd.
 28. Kt. takes P., and wins.
-

GAME VIII.—PHILIDOR'S DEFENCE.

- | WHITE. (Mr. M.) | BLACK. (Mr. L.) |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. P. to Q's 3rd. |
| 3. P. to Q's 4th. | 3. P. takes P. |
| 4. Q. takes P. | 4. B. to Q's 2nd. |
| 5. B. to K's 3rd. | 5. Kt. to K. B's 3rd. |
| 6. Kt. to B's 3rd. | 6. B. to K's 2nd. |
| 7. B. to Q. B's 4th. | 7. Kt. to B's 3rd. |
| 8. Q. to Q's 2nd. | 8. Kt. to K's 4th. |
| 9. Kt. takes Kt. | 9. P. takes Kt. |
| 10. Castles (K. R.) | 10. Castles. |
| 11. P. to B's 4th. | 11. B. to Q's 3rd. |

It would have been better to have taken the Pawn.

12. P. to B's 5th.

This cramps Black's position excessively.

13. Q. to K's 2nd. 12. B. to B's 3rd.
 13. P. to K. R's 3rd.

Taking Pawn with either Knight or Bishop would have been hazardous, as it would have enabled White to obtain a sharp attack on the K's side.

14. Q. R. to Q's sq. 14. Q. to K's 2nd.
 15. B. to Q's 5th. 15. B. takes B.
 16. Kt. takes B. 16. Kt. takes Kt.
 17. R. takes Kt. 17. P. to K. B's 3rd.
 18. Q. to Kt's 4th.

Mr. Morphy thinks that this was premature, and that K. to R's sq., preventing the exchange of Bishops, would have given him a strong game.

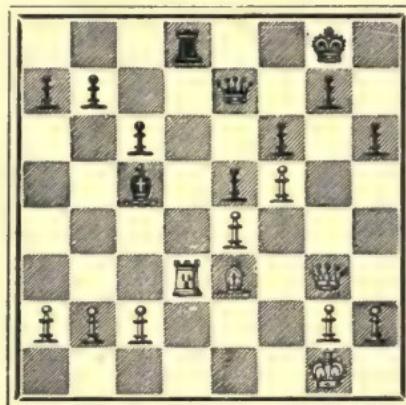
18. P. to B's 3rd.
 19. R. to Q's 3rd.
 20. Q. to Kt's 3rd.
 21. K. R. to Q's sq.
 22. R. takes R.
 23. B. takes B.
18. P. to B's 3rd.
 19. B. to B's 4th.
 20. Q. R. to Q's sq.
 21. R. takes R.
 22. R. to Q's sq.

If White had taken the Rook, thinking to win a piece, Black (as may be seen from the diagram) would have gained an advantage as follows —

23. R. takes R. (ch.)
 24. B. takes B.
 25. K. to B's 2nd.
 23. Q. takes R.
 24. Q. to Q's 8th (ch.)
 25. Q. takes P. (ch.)

Recovering the piece with the better game.

BLACK.



WHITE.

23. Q. takes B. (ch.)
 24. Q. to B's 2nd.
 25. K. takes Q.
 26. P. takes R.
 23. Q. takes B. (ch.)
 24. Q. takes Q. (ch.)
 25. R. takes R.
 26. P. to B's 4th.

This was the correct move.

27. P. to K. Kt's 4th. 27. K. to B's sq.

Black's situation, at this moment, was one of much difficulty, and required the utmost care and accuracy. The loss of a move would have proved fatal.

28. P. to Q. R's 4th.
 29. K. to Kt's 3rd.
 30. K. to R's 4th.
 31. K. to R's 5th.
 32. P. to Kt's 3rd.
 28. P. to Q. Kt's 3rd.
 29. K. to B's 2nd.
 30. K. to B's sq.
 31. K. to B's 2nd.
 32. K. to B's sq.

- | | |
|-----------------------|---------------------|
| 33. K. to Kt's 6th. | 33. K. to Kt's sq. |
| 34. P. to R's 3rd. | 34. K. to B's sq. |
| 35. P. to K. R's 4th. | 35. K. to Kt's sq. |
| 36. P. to Kt's 5th. | 36. R's P. takes P. |
| 37. P. takes P. | 37. P. takes P. |
| 38. K. takes P. | 38. K. to B's 2nd. |
| 39. K. to R's 4th. | 39. K. to K's 2nd. |
| 40. K. to Kt's 4th. | 40. K. to B's 3rd. |
| 41. K. to R's 5th. | 41. P. to R's 3rd. |
| 42. K. to R's 4th. | 42. P. to Kt's 3rd. |
| 43. P. to R's 5th. | 43. P. takes R's P. |
| 44. P. takes P. | 44. K. takes P. |
| 45. K. to Kt's 4th. | 45. P. to R's 5th. |

The correct mode of retaining the opposition.

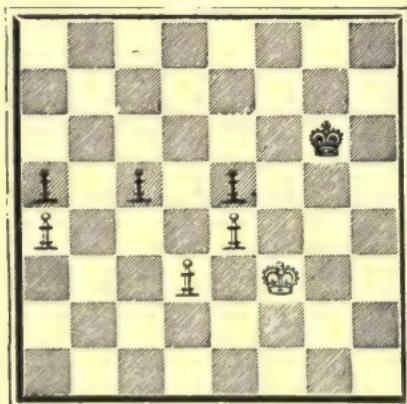
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|---------------------|---------------------|
| 46. P. takes P. | 46. P. to R's 4th. |
| 47. K. to B's 3rd. | 47. K. to B's 3rd. |
| 48. K. to B's 2nd. | 48. K. to B's 2nd. |
| 49. K. to Kt's 3rd. | 49. K. to Kt's 2nd. |

Great nicety of play was also required here, and had the King been played elsewhere the game would have been lost.

- | | |
|--------------------|--------------------|
| 50. K. to B's 2nd. | 50. K. to B's 3rd. |
| 51. K. to Kt's sq. | |

A venture which loses the game; as the termination forms an instructive study we add a diagram, which shews the position after White's 47th move:—

BLACK.



WHITE.

- | | |
|---------------------|---------------------|
| 52. K. to Kt's 2nd. | 51. K. to Kt's 4th. |
| | 52. K. to B's 5th. |

- | | |
|--------------------|---------------------|
| 53. K. to B's 2nd. | 53. P. to B's 5th. |
| 54. P. takes P. | 54. K. takes P. |
| 55. K. to his 2nd. | 55. K. to Q's 5th. |
| 56. K. to B's 3rd. | 56. K. takes P. |
| 57. K. to K's 4th. | 57. K. to Kt's 5th. |
| 58. K. takes P. | 58. K. takes P. |
| 59. K. to Q's 4th. | 59. K. to Kt's 5th. |

And White resigned.

✓ GAME IX.—RUY LOPEZ KNIGHT'S GAME.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.

This line of defence is decidedly inferior to either that of 3. Kt. to K. B's 3rd or 3. P. to Q. R's 3rd, for it allows the first player to advance his Q. B's P., attack the Bishop, and establish his Pawns securely in the centre of the board; but we believe Mr. Morphy was anxious to test the merit of Mr. Boden's defence of 6. P. to K. B's 3rd, and thus it was that he adopted the present line of play.

4. P. to B's 3rd.
5. Castles.

4. Q. to K's 2nd.
5. P. to B's 3rd.

This move, lately adopted at the suggestion of Mr. Boden, seems to us to give the second player a more cramped position than any other defence, and we cannot, therefore, recommend it.

- | | |
|-----------------------|---------------------|
| 6. P. to Q's 4th. | 6. B. to Kt's 3rd. |
| 7. Kt. to R's 3rd. | 7. Kt. to Q's sq. |
| 8. Kt. to B's 4th. | 8. Kt. to B's 2nd. |
| 9. Kt. to K's 3rd. | 9. P. to B's 3rd. |
| 10. Kt. to B's 5th. | 10. Q. to B's sq. |
| 11. B. to Q's 3rd. | 11. P. to Kt's 3rd. |
| 12. Kt. to Kt's 3rd. | 12. P. to Q's 3rd. |
| 13. P. to Q. R's 4th. | 13. B. to Kt's 5th. |
| 14. P. to R's 5th. | 14. B. to B's 2nd. |
| 15. P. to R's 3rd. | 15. B. to Q's 2nd. |
| 16. Q. to Kt's 3rd. | 16. Kt. to Q's sq. |
| 17. R. to K's sq. | 17. B. to K's 3rd. |
| 18. Q. to B's 2nd. | 18. Kt. to K's 2nd. |
| 19. P. to Kt's 4th. | 19. Q. to Kt's 2nd. |
| 20. P. to B's 4th. | 20. Kt. to B's 2nd. |

- | | |
|----------------------|---------------------|
| 21. B. to K's 3rd. | 21. Castles (K. R.) |
| 22. P. to Q's 5th. | 22. B. to Q's 2nd. |
| 23. Q. R. to Q's sq. | 23. K. to R's sq. |
| 24. K. to R's sq. | 24. P. takes P. |
| 25. K's P. takes P. | |

Better than taking with B's P., as Black might, in that case, have advantageously replied with Q. R. to Q. B's sq.

25. P. to B's 4th.

26. B. to Q. B's sq.

The correct move, effectually checking the threatened advance of the King's Pawn.

26. Q. R. to K's sq.

27. B. to Kt's 2nd.

The Bishop here commands a most important diagonal.

- | | |
|----------------------|------------------------|
| 28. Q. to B's 3rd. | 27. Kt. to Kt's sq. |
| 29. B. to Kt's sq. | 28. Kt. to B's 3rd. |
| 30. R. to Q's 2nd. | 29. R. to K. Kt's sq. |
| 31. Kt. to R's 2nd. | 30. Q. to R's 3rd. |
| 32. Kt. to K's 4th. | 31. P. to B's 5th. |
| 33. B. takes Kt. | 32. Kt. takes Kt. |
| 34. P. to B's 3rd. | 33. P. to K. Kt's 4th. |
| 35. R. to K. B's sq. | 34. Q. to R's 5th. |
| 36. R. to K's 2nd. | 35. Kt. to R's 3rd. |
| 37. B. takes Kt. | 36. Kt. to B's 4th. |
| 38. P. to B's 5th. | 37. B. takes B. |
| 39. K. R. to K's sq. | 38. Q. to R's 3rd. |

With the view of capturing the Queen's Pawn, and then sacrificing the Rook.

39. K. R. to B's sq.

Aiming at the release of the King from a position where he was so terribly menaced.

40. P. to Kt's 5th.

40. Q. R. to B's sq.

41. Q. to R's 3rd.

This position, of which we give a diagram on account of its interest, was closely examined by some of the best analysts in the metropolis, who came to the conclusion that White should have played P. to Q. B's 5th at this juncture. The variations of the analysis in question tend to show that White would have obtained a winning game by so playing, e.g., —

41. P. to B's 6th.
 42. Q's P. takes P.
 43. Q. to Kt's 4th.
 44. R. to Q's 2nd.
 45. B. to Q's 4th.

41. P. takes P. (best.)
 42. R. to Q's Kt., or (A.)
 43. Q. to K's 3rd.
 44. K. R. to Q's sq.

And Black has no means whatever of checking the advance of the Pawns, which must, therefore, win.

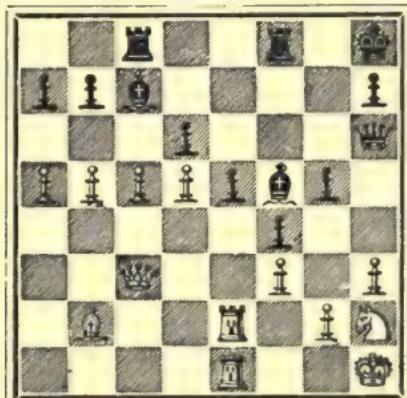
(A.)

43. P. to Kt's 6th.
 44. P. takes P.
 45. R. takes P.
 46. R. takes P.
 47. Q. to Kt's 3rd.†
 48. R. takes B.
 49. B. takes R.
 50. B. to Kt's 2nd (ch.).
 51. Q. takes B.
 52. Kt. to B's sq.
 53. K. to R's 2nd.

42. Q. to K's 3rd.*
 43. P. takes P.
 44. B. takes P.
 45. P. takes R.
 46. Q. to B's 3rd.
 47. R. takes P. (best.)
 48. R. to B's 8th (ch.) (best.)
 49. Q. takes R.
 50. R. to B's 3rd.
 51. Q. to Kt's 8th (ch.).
 52. Q. takes Kt. (ch.)

And wins.

BLACK.



WHITE.

* Q. to B's 3rd would lead to no better result.

† R. takes B. would be inferior, *e.g.*,

47. R. takes B.
 48. B. takes Q. (ch.)
 49. R. takes P. (ch.)

47. Q. takes Q.
 48. K. to Kt's sq.
 49. K. to E's 2nd.

41. K. to Kt's sq.
 42. P. to Kt's 6th.
 43. B. P. takes R's P.
 44. R. to Q. B's sq.

White had so fine a game, owing to the advanced position of the two Pawns, that with ordinary care and judgment he ought to have made the victory his own. The move in the text is weak; F. to R's 6th would have been far more effective, and caused Black much embarrassment, thus—

44. P. to R's 6th.
 45. P. takes P.
 46. Q. to R's 6th.
 47. B. to R's 3rd.
 44. B. takes P., or (A.)
 45. R. to Q. Kt's sq.
 46. B. to Q's 5th (best.)*

With a fine game.

(A.)

45. P. to Kt's 7th.
 46. Q. takes P.
 44. P. takes P.
 45. R. to Kt's sq.

With an excellent position.

45. B. takes R.
 46. Q. to Kt's 4th.
 47. R. to K's sq.
 48. B. to Kt's 2nd.
 49. Kt. to his 4th.
 50. Kt. to B's 2nd.
 51. Q. to B's 3rd.
 52. B's P. takes P.
 53. P. takes P.
 54. Kt. takes B.
 44. R. takes R. (ch.)
 45. Q. to Kt's 3rd.
 46. B. to Q's 6th.
 47. B. to K's 2nd.
 48. R. to K's sq.
 49. P. to R's 4th.
 50. P. to Kt's 5th.
 51. B. to B's 4th.
 52. P. takes P.
 53. B. takes P.
 54. Q. takes Kt.

50. Kt. to his 4th, or (B.)
 51. Kt. to K's 5th.
 50. R. takes P.
 51. K. to B's 3rd.

With a good game.

(B.)

50. R. to Kt's 7th (ch.)
 51. R. takes P.
 52. R. to R's 6th (ch.)
 50. K. to K's 3rd.
 51. R. to K. B's 2nd.
 52. K. to Q's 4th.

With the better game.

* If 46. B. to B's 4th, or B. to Q's sq.; 47. R. takes P., &c.

55. R. to Q. B's sq.

55. K. to B's 2nd.

56. Q. to K. R's 3rd.

An irretrievable error. Had the exchange of Queens been challenged at K. B's 3rd, White's position would have been the better of the two.

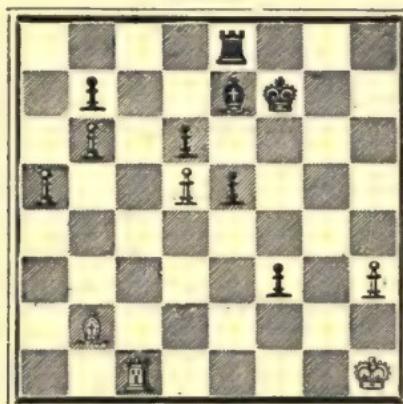
57. P. takes Q.

56. Q. takes Q.

58. R. to B's sq.

57. P. to B's 6th.

BLACK.



WHITE.

Again the situation is one of much interest, and was regarded by the lookers on with the utmost attention. It was thought by some good judges of the game, that if P. to R's 6th had now been played White would still have been able to maintain an advantage, and this was contended so strongly that two skilful amateurs were induced to give the matter more attention than perhaps it deserved. The result, however, was the able analysis that appeared at the time in "Bell's Life in London," which clearly disproved the soundness of the opinion advanced.

59. B. to Q's 4th.

58. P. to K's 5th.

60. B. to K's 3rd:

59. B. to B's 3rd.

61. B. to Q's 2nd.

60. R. to Q. R's sq.

62. P. to R's 4th.

61. B. to Q's 5th.

63. K. to R's 2nd.

62. K. to Kt's 3rd.

64. K. to Kt's 3rd.

63. R. to K. B's sq.

65. K. to Kt's 2nd.

64. P. to B's 7th.

66. B. to K's sq.

65. P. to K's 6th.

67. K. to Kt's 3rd.

66. K. to R's 4th.

67. P. takes B., Queens (ch.)

And White resigned.

GAME X.—FRENCH OPENING.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. takes P.
4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.
6. Castles.
7. Kt. to B's 3rd.

BLACK. (Mr. L.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. takes P.
4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.
6. Castles.
7. P. to B's 3rd.

Most authorities recommend P. to K. R's 3rd here, but no disadvantage seems attendant on the move adopted in the text.

8. B. to K. Kt's 5th.
9. B. to R's 4th.
10. P. to K. R's 3rd.
11. Q. takes B.
12. B. to B's 5th.
13. Q. R. to K's sq.
14. R. to K's 3rd.
15. R. to K's 2nd.
16. Kt. takes R.
17. B. takes Q's Kt.
18. Kt. to Kt's 3rd.

8. P. to K. R's 3rd.
9. B. to K. Kt's 5th.
10. B. takes Kt.
11. Q. Kt. to Q's 2nd.
12. Q. to B's 2nd.
13. Q. R. to K's sq.
14. B. to B's 5th.
15. R. takes R.
16. B. to Q's 3rd.
17. Kt. takes B.

A very good conception. The object of this move was to plant the Kt. at B's 5th, where its action, combined with that of the Q., becomes most threatening and formidable.

18. R. to K's sq.

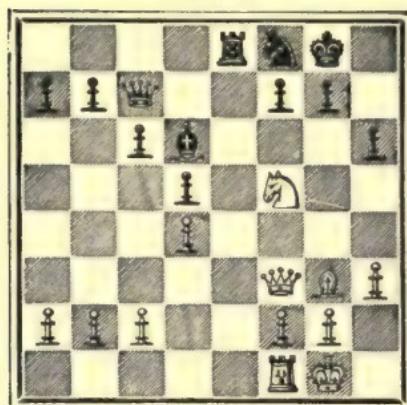
Black dare not attempt to gain the Bishop by P. to Kt's 4th, on account of White's playing Kt. to B's 5th, menacing mate in two moves, if the Pawn capture the Bishop; the move actually made was a good one, as it secured a free range for the Rook.

19. Kt. to B's 5th.
20. B. to Kt's 3rd.

19. Kt. to B's sq.

The best possible play. The position is given on a diagram —

BLACK.



WHITE.

- | | |
|-----------------------|-----------------------|
| 20. B. takes B. | 21. R. to K's 5th. |
| 21. P. takes B. | 22. Kt. to R's 2nd. |
| 22. P. to B's 3rd. | 23. P. to K. R's 4th. |
| 23. P. to K. R's 4th. | |

A weak move: it was not likely that Mr. Morphy would take the P. with Q., seeing that such capture would cost him the Kt.

24. P. to B's 4th.

This is a very strong move, and gives White the advantage.

24. Kt. to B's 3rd.

A sad and unaccountable oversight, at once losing a Pawn and the game.

- | | |
|--------------------------|----------------------|
| 25. Kt. takes P. | 25. Kt. to Kt's 5th. |
| 26. Kt. takes P. | 26. R. takes P. |
| 27. Kt. to B's 6th (ch.) | 27. Kt. takes Kt. |
| 28. Q. takes Kt. | 28. R. takes P. |

R. to Kt's 5th would perhaps have been better, but the game was altogether beyond recovery.

- | | |
|--------------------|------------------------|
| 29. R. to B's 5th. | 29. R. to K. Kt's 5th. |
| 30. R. to K's 5th. | 30. Q. to B's sq. |
| 31. R. to K's 7th. | 31. Q. to B's sq. |
| 32. Q. to K's 5th. | 32. Q. to Kt's 2nd. |

Had Black played R. to K's 5th, White must have won through his Pawns.

33. K. to K's 8th (ch.)
34. Q. to R's 5th (ch.)

And wins.

33. K. to R's 2nd.

GAME XI.—SICILIAN OPENING.

WHITE. (Mr. L.)

1. P. to K's 4th.

BLACK. (Mr. M.)

1. P. to Q. B's 4th.

With players partial to close openings this was (some short time ago) a very favourite defence, mainly owing to a statement in Staunton's "Handbook," to the effect that it is the *best* reply to the opening move of P. to K's 4th. The line of attack, however, which M. Löwenthal subsequently pursued with success against both Anderssen and Staunton, fully exposes the fallacy of the supposition, and the defence of 1. P. to Q. B's 4th is now considered weak.

2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.

2. P. to K's 3rd.
3. P. takes P.

A full analysis of this move will be found in the report of the meeting of the British Chess Association, held in Manchester, in 1857.

5. Kt. to Kt's 5th.
6. Kt. to Q's 6th (ch.)
7. Q. takes B.
8. Q. to Kt's 3rd.

4. Kt. to Q. B's 3rd.
5. P. to Q. R's 3rd.
6. B. takes Kt.
7. Q. to K's 2nd.

The right move at this moment.

9. Kt. to B's 3rd.

8. Kt. to B's 3rd.
9. P. to Q's 4th.

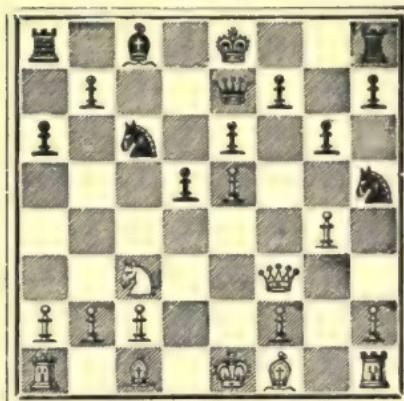
Mr. Morphy has pointed out to us that he ought rather to have advanced this Pawn but one step.

10. P. to K's 5th.
11. Q. to B's 3rd.
12. P. to K. Kt's 4th.

10. Kt. to K. R's 4th.
11. P. to K. Kt's 3rd.
12. Kt. takes P.

A hazardous sacrifice, but Mr. Morphy preferred making it rather than incur the cramped game which he would have obtained by retreating the Kt. to Kt's 2nd. We give a diagram of the position after White's 12th move :—

BLACK.



WHITE.

13. Q. to K's 2nd.

13. Kt. takes P.

As the piece was irretrievably lost, Mr. Morphy chose the ~~worst~~ course in capturing the second Pawn.

14. Q. takes Kt.

14. P. to K's 4th.

15. Q. to R's 4th (ch.)

15. B. to Q's 2nd.

16. Q. to Kt's 3rd.

16. P. to Q's 5th.

17. Q. takes Kt's P.

17. Castles.

18. Kt. to Q's 5th.

18. Q. to Q's 3rd.

19. B. to Kt's 2nd.

This was the proper move.

20. P. to Q. B's 4th.

19. P. to K's 5th.

21. Q. to Kt's 4th.

20. P. to B's 4th.

22. Q. to K's 7th.

21. Q. to K's 4th.

23. Q. to Q. B's 7th.

22. B. to K's 3rd.

24. Q. takes Q. (ch.)

23. Q. to Kt's 2nd.

25. Kt. to Kt's 6th.

24. Kt. takes Q.

Better than playing the Kt. to Q. B's 7th.

26. P. to B's 5th.

25. Q. R. to Kt's sq.

27. P. to Kt's 4th.

26. Kt. to R's 4th.

28. Castles.

27. K. to B's 2nd.

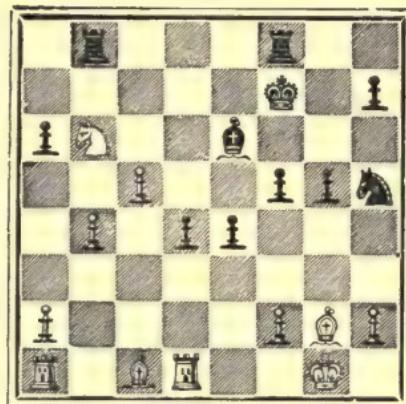
29. R. to Q's sq.

28. P. to Kt's 4th.

29. K. R. to Q's sq.

Mr. Morphy thinks that P. to Q's 6th would have been the better play, but to that move, we believe, P. to B's 3rd, would have furnished a satisfactory reply. We give a diagram after White's 29th move:—

BLACK.



WHITE.

30. B. takes Kt's P.

The consequences contingent on this move were so multifarious and complex, that the utmost care and examination were requisite before making the capture.

31. P. to K. R's 4th.
32. R. takes P.
33. Kt. to Q's 7th.

The only move by which White could maintain a winning game, and an absolutely necessary sequence to the previous capture of the Q's P.

30. R. to K. Kt's sq.
31. R. to K. Kt's 3rd.
32. Q. R. to Kt's sq.

33. R. takes B.

If B. takes Kt. White retakes (ch), and then plays R. takes P., and R. to R. 7.

34. P. takes R.
35. K. to R's 2nd.
36. B. to B's sq.
37. K. to Kt's 3rd.
38. P. to B's 4th.
39. Kt. to K's 5th (ch.)
40. Kt. takes P.
41. R. to K's sq.
42. K. to B's 2nd.
43. B. to Q's 3rd.
44. B. takes P.
45. R. to K. B's 4th.
46. R. takes B., and wins.

34. R. takes P.
35. Kt. to B's 5th.
36. R. to R's 4th (ch.).
37. Kt. to Q's 4th.
38. P. takes P. (*en passant.*)
39. K. to B's 3rd.
40. R. to R's 3rd.
41. R. to Kt's 3rd (ch.).
42. Kt. to B's 6th.
43. B. to Q's 4th.
44. R. to Kt's 2nd.
45. B. takes Kt.

GAME XII.—FRENCH OPENING.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. takes P.
4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.

Comparatively weak, bringing out K's B. is much better.

6. Castles.
7. Kt. to B's 3rd.
8. Kt. to K's 5th.

Gaining a good position.

9. B. to K's 3rd.
10. P. to B's 4th.
8. Q. to Kt's 3rd.
9. Q. Kt. to Q's 2nd.

In Mr. Morphy's hands this move always seems productive of immediate advantage.

11. B's P. takes B.

10. B. takes Kt.
11. Kt. to Kt's 5th.

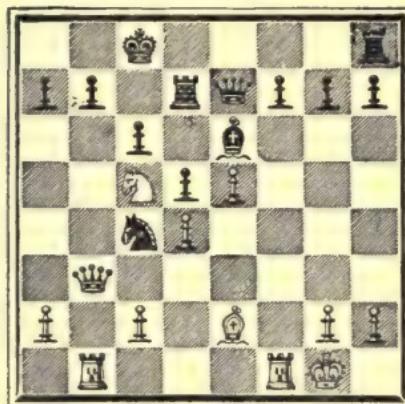
Taking K's P. with Kt. would have availed nothing, as White would have played Kt. to R's 4th, attacking the Queen, and winning a piece.

12. Q. to Q's 2nd.
13. Q. takes Kt.
14. Kt. to K's 2nd.
15. Kt. to B's 4th.
16. Q. R. to Kt's sq.
17. B. to K's 2nd.
18. Q. to Q. Kt's 3rd.
19. Kt. to Q's 3rd.
20. Kt. to B's 5th.

12. Kt. takes B.
13. Q. takes Kt's P.
14. Q. to R's 6th.
15. Q. to K's 2nd.
16. Castles (Q. R.)
17. Kt. to Kt's 3rd.
18. R. to Q's 2nd.
19. Kt. to B's 5th.

Exceedingly well played, as will be seen from a study of the annexed diagram:—

BLACK.



WHITE.

20. R. to B's 2nd.

Had Black played 2. Kt. to Q's 7th, White's answer would have been Q. to R's 4th, threatening to take Q. R. P., with a menaced checkmate.

21. Q. to R's 4th.

Mr. Morphy subsequently observed that taking the Knight with Bishop, before playing this move, would have been much stronger, as then Black could not have advanced the Pawn to Q. Kt's 3rd.

21. P. to Q. Kt's 3rd

22. B. takes Kt.

22. P. takes Kt.

If the Bishop had been captured, White might have replied with R. takes Q. Kt's P., a winning move.

23. B. to R's 6th (ch.) - 23. K. to Q's 2nd.

24. B. to Kt's 7th. 24. R. to Q's sq.

A blunder, of which Mr. Morphy at once takes full advantage.

25. B. takes P. (ch.), and wins.

GAME XIII.—PETROFF'S DEFENCE.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. Kt. takes P.
4. Kt. to K. B's 3rd.
5. P. to Q's 4th.
6. B. to Q's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 3rd.
4. Kt. takes P.
5. P. to Q's 4th.
6. B. to K's 2nd.

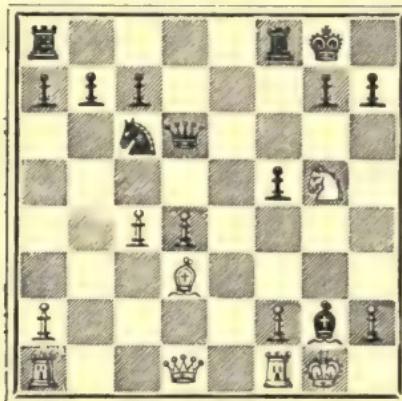
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| 7. Castles. | 7. Kt. to Q. B's 3rd. |
| 8. P. to B's 4th. | 8. B. to K's 3rd. |
| 9. P. takes P. | 9. B. takes P. |
| 10. Kt. to B's 3rd. | 10. Kt. takes Kt. |
| 11. P. takes Kt. | 11. Castles. |
| 12. B. to K. B's 4th. | 12. B. to Q's 3rd. |
| 13. B. takes B. | 13. Q. takes B. |
| 14. Kt. to Kt's 5th. | 14. P. to B's 4th. |

Correctly played.

- | | |
|-----------------------|----------------------|
| 15. P. to Q. B's 4th. | 15. B. takes Kt's P. |
|-----------------------|----------------------|

Black had no better move, for if he had retreated the Bishop to B's 2nd, White might have replied with P. to Q's 5th ; the Knight would then have been driven to K's 2nd, whereupon would have followed R. to K's sq., and White would have had a magnificent position. The diagram will enable the student to examine the situation :—

BLACK.



WHITE.

- | | |
|-----------------------|-----------------------|
| 16. K. takes B. | 16. Q. to Kt's 3rd. |
| 17. P. to B's 4th.. | 17. P. to K. R's 3rd. |
| 18. P. to Q's 5th. | 18. Kt. to Q's sq. |
| 19. P. to K. R's 4th. | 19. P. takes Kt. |
| 20. R's P. takes P. | 20. Kt. to B's 2nd. |
| 21. Q. to B's 3rd. | |

Improving White's game yet further.

- | |
|---------------------|
| 21. Kt. to R's 3rd. |
|---------------------|

A lost move ; Black overlooked, at the moment, that he could not on his next move advance the Kt. to Kt's 5th without Black's instantly taking it with Q.

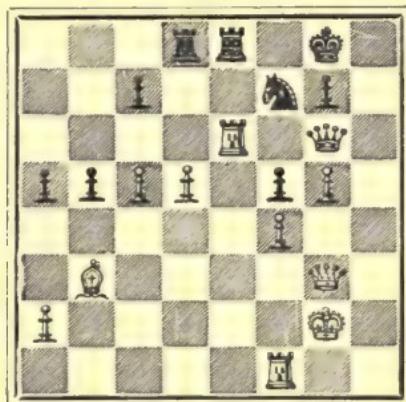
22. Q. to Kt's 3rd.
 23. P. to B's 5th.
 24. B. to B's 4th.

P. to Kt's 3rd would perhaps have been better.

25. B. to Kt's 3rd.
 26. Q. R. to K's sq.
 27. R. to K's 6th.

This move wins a piece, as may be seen from the diagram of the position after White had played, thus:—

BLACK.



WHITE.

27. R. takes R.

- If he play Q. to R's 4th, White replies with B. to Q's sq., and wins.
 28. P. takes R.
 29. P. takes Kt. (ch.)
 30. R. to Q's sq.
 31. B. takes R.

It might have been better to have taken the Pawn with King,

32. B. to B's 3rd.
 33. P. to Kt's 6th.
 34. Q. to Kt's 5th.
 35. K. to R's 3rd.
 36. Q. to R's 5th.

K. to Kt's 3rd seems preferable.

37. Q. to R's 4th (ch.)
 36. K. to K's 2nd.
 37. K. to Q's 2nd.

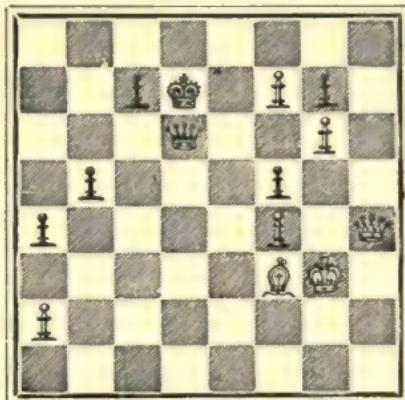
38. K. to Kt's 3rd.

38. Q. to Q's 3rd.

39. Q. to R's 8th.

A vexatious and extraordinary oversight, which draws an easily won game.

BLACK.



WHITE.

40. K. to B's 2nd.

39. Q. takes P. (ch.)

41. P. to R's 3rd.

40. Q. takes P.

42. K. to Kt's 3rd.

41. Q. to K's 2nd.

43. K. to Kt's 2nd.

42. Q. to K's 8th (ch.)

44. K. to Kt's 3rd.

43. Q. to Q's 7th (ch.)

And the game was abandoned as drawn.

GAME XIV., AND LAST.—RUY LOPEZ KNIGHT'S GAME.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. B. to R's 4th.
5. P. to Q's 4th.
6. P. to K's 5th.
7. Castles.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to Q. R's 3rd.
4. Kt. to B's 3rd.
5. P. takes P.
6. Kt. to K's 5th.

If Q. to K's 2nd, the reply on the part of Black would have been Kt. to Q. B's 4th.

- | | |
|---------------------|-----------------------|
| 8. B. takes Kt. | 7. Kt. to B's 4th. |
| 9. Kt. takes P. | 8. Q's P. takes B. |
| 10. Kt. takes Kt. | 9. Kt. to K's 3rd. |
| 11. Q. to K's 2nd. | 10. B. takes Kt. |
| 12. Kt. to B's 3rd. | 11. B. to Q. B's 4th. |
| | 12. Q. to K's 2nd. |

The second player has now a game as good as can be expected in defending the Ruy Lopez attack.

- | | |
|----------------------|--------------------|
| 13. Kt. to K's 4th. | 13. P. to R's 3rd. |
| 14. B. to K's 3rd. | 14. B. takes B. |
| 15. Q. takes B. | 15. B. to B's 4th. |
| 16. Kt. to Kt's 3rd. | 16. B. takes P. |

This move may be said to have been the cause of all subsequent embarrassment, and Mr. Löwenthal should have considered that the sacrifice of the Pawn was only offered on valid grounds.

17. P. to B's 4th.

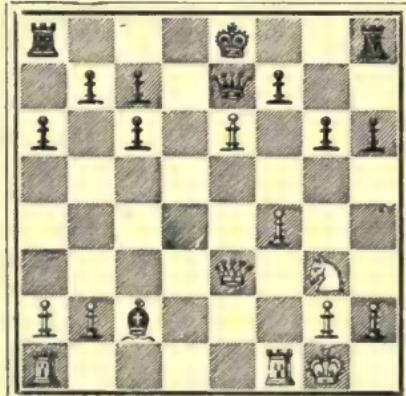
Mr. Morphy once more takes due advantage of his opponent's weak play.

17. P. to K. Kt's 3rd.

18. P. to K's 6th.

An admirable move, threatening to win a piece by Q. to Q. B's 3rd, and so improving his position as to make the game in a manner his own. We give a diagram of the situation, as it is not without interest:

BLACK.



WHITE.

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|--------------------|------------------|
| 18. B. to B's 4th. | 19. Kt. takes B. |
| 19. P. takes Kt. | |

20. P. takes P. (ch.)
 21. Q. to K. R's 3rd.
 22. Q. R. to K's sq.
 23. R. to K's 5th.

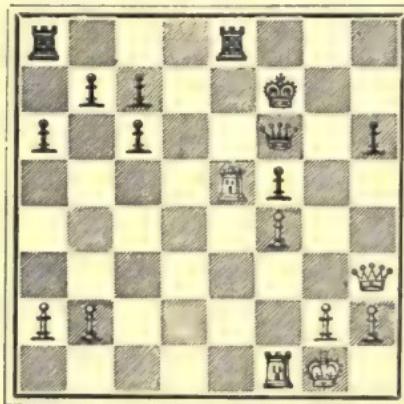
This again is beautifully played, for if Black exchange Rocks, his game would have been compromised, as follows:—

24. P. takes R.
 25. R. takes P. (ch.)

And the Black Queen is lost.

The position of the forces after White's 23rd move:—

BLACK.



WHITE.

- | | |
|--------------------------|---------------------|
| 24. K. R. to K's sq. | 23. K. to Kt's 3rd. |
| 25. R. takes R. | 24. R. takes R. |
| 26. Q. to Kt's 3rd (ch.) | 25. R. to Q's sq. |
| 27. P. to K. R's 3rd. | 26. K. to R's 2nd. |
| 28. Q. to K's 3rd. | 27. R. to Q's 2nd. |
| 29. K. to R's 2nd. | 28. P. to Kt's 3rd. |
| 30. Q. to K's 2nd. | 29. P. to B's 4th. |
| 31. R. to K's 6th. | 30. Q. to Kt's 3rd |
| 32. Q. to R's 5th. | 31. Q. to Kt's 2nd |
| 33. P. to Q. Kt's 3rd. | 32. R. to Q's 4th. |
| | 33. P. to Kt's 4th. |

The sacrifice of the two Pawns was compelled, and Black's position was altogether so embarrassing, that successful extrication out of it appeared very unlikely. The apparently feasible move of Q. to K. B's

sq. would have led to no more beneficial result than this advance of the Pawn, the answer thereto would have been P. to K. Kt's 4th.

- | | |
|-----------------------|---------------------|
| 34. R. takes R's P. | 34. R. to Q's 3rd. |
| 35. Q. takes P. (ch.) | 35. Q. to Kt's 3rd. |
| 36. Q. takes Q. (ch.) | 36. K. takes Q. |
| 37. R. to R's 5th. | 37. R. to Kt's 3rd. |

Here P. to Q. B's 3rd would have been a better move.

- | | |
|-------------------------|----------------------|
| 38. P. to K. Kt's 4th. | 38. P. to B's 3rd. |
| 39. K. to Kt's 3rd. | 39. P. to R's 4th. |
| 40. R. to R's 7th. | 40. P. takes P. |
| 41. P. takes P. | 41. K. to B's 3rd. |
| 42. P. to B's 5th. | 42. K. to K's 4th. |
| 43. R. to K's 7th (ch.) | 43. K. to Q's 3rd. |
| 44. P. to B's 6th. | 44. R. to Kt's sq. |
| 45. P. to Kt's 5th. | 45. R. to K. B's sq. |
| 46. K. to B's 4th. | 46. P. to B's 5th. |
| 47. P. takes P. | 47. P. takes P. |
| 48. K. to B's 5th. | 48. P. to B's 6th. |
| 49. R. to K's 3rd. | |

And Mr. Morphy wins the game and the match.

MATCH

BETWEEN

MR. MORPHY AND MR. MONGREDIEN.

The above match, which took place in Paris, commenced on the 26th of February, 1859, and was brought to a conclusion early in the March following. The victory depended upon the first scoring of seven games; and the result of the contest was that Mr. Morphy won the whole of the seven *parties*, his antagonist having drawn one, but not gained a single game. We may observe, that this match between Mr. Morphy and the President of the London Chess Club, would have been played in England if the former could have made that condition consistent with his other arrangements. Such, however, not being the case, Mr. Mongredien journied to Paris in order not to miss a pleasurable opportunity of breaking a friendly lance with the American champion.

GAME I.—DOUBLE GAMBIT.

WHITE. (Mr. Mon.)

1. P. to K's 4th.
2. B. to B's 4th.
3. P. to Q. Kt's 4th.

A bold move, but one certain to lead to positions of high interest.

BLACK. (Mr. Mor.)

1. P. to K's 4th.
2. B. to B's 4th.

3. B. takes P.
4. P. to Q's 4th.
5. P. takes Q's P.
6. Kt. to K's 2nd.
7. P. to B's 3rd.
8. P. to Q's 4th.
4. P. to K's 5th.
5. P. to K's 5th.
6. Kt. to K. B's 3rd.
7. B. to Q. B's 4th.
8. P. takes P. (*en passant.*)

9. Q. takes P.

9. Castles.

10. B. to R's 3rd.

Well played, getting rid of the adverse K's B., and enabling White to Castle on the King's side.

11. Kt. takes B.

10. B. takes B.

12. Castles.

11. B. to Kt's 5th.

The wisest course of play Mr. Mongredien could have chosen, for had he deferred Castling, he would have been subjected to an immediate and embarrassing attack by Black's moving Rook to K's sq.

13. Q. takes B.

12. B. takes Kt.

14. Q. to B's 3rd.

13. Kt. takes P.

Again a very well played move.

15. Q. R. to Kt's sq.

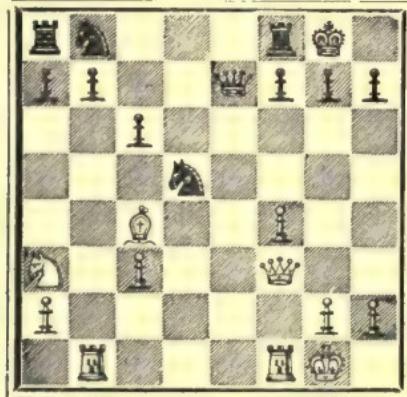
14. P. to Q. B's 3rd.

15. Q. to K's 2nd.

If the Queen had been played to her Rook's 4th instead, White could first of all have taken the Knight with his Bishop, and then posted his Rook at Q. Kt's 3rd.

Position of the forces after Black's 15th move:—

BLACK.



WHITE.

16. B. takes Kt.

16. P. takes B.

17. P. to B's 4th.

17. P. takes P.

18. R. takes P.

18. Kt. to Q's 2nd.

19. K. to R's sq.

19. K. R. to K's sq.

20. Kt. takes P.
21. Kt. to K's 5th.

Played throughout with much judgment.

22. P. takes Kt.
23. Q. to Q. Kt's 3rd.
24. P. takes Q.
25. R. takes R's P.

The exchange of Rooks would have been an unwise step, and White would subsequently have lost a Pawn if he had ventured on it.

20. Q. to K's 3rd.
21. Kt. takes Kt.
22. R. to K. B's sq.
23. Q. takes Q.
24. Q. R. to Kt's sq.

And the game was by mutual consent given up as drawn.

✓ GAME II.—EVANS' GAMBIT.

WHITE. (Mr. Mor.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. P. takes P.
9. B. to Kt's 2nd.
10. Q. Kt. to Q's 2nd.

BLACK. (Mr. Mon.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to B's 4th.
6. P. to Q's 3rd.
7. P. takes P.
8. B. to Kt's 3rd.
9. Kt. to B's 3rd.
10. Castles.

The move generally favoured here is B. to K. Kt's 5th.

11. P. to Q's 5th. 11. Kt. to K's 4th.

Sacrificing a Pawn without gaining any equivalent in position, Kt. to Q. R's 4th is the proper play.

12. Kt. takes Kt.
13. B. takes P.
14. B. takes Kt.
15. K. to R's sq.

12. P. takes Kt.
13. R. to K's sq.
14. Q. takes B.
15. B. to R's 4th.

As this move loses a clear piece it was no doubt an oversight.

16. Q. to R's 4th.
17. Q. takes P.

16. P. to Q. Kt's 4th.
17. B. to R's 3rd.

18. Q. takes K's B.
 19. Kt. takes B.
 20. Q. takes B's P.
 21. Kt. to Q's 6th.
18. B. takes B.
 19. R. takes P.
 20. Q. R. to K's sq.

After this move, winning is an easy matter.

21. Q. takes R.

The game might have been prolonged by Q. to K's 2nd, but its ultimate loss was absolutely unavoidable.

22. Q. takes P. (ch.)

And wins.

GAME III.—IRREGULAR OPENING.

WHITE. (Mr. Mon.)

1. P. to Q's 4th.
2. P. to Q. B's 4th.
3. P. to B's 4th.
4. Kt. to K. B's 3rd.
5. P. to Q. R's 3rd.
6. Kt. to B's 3rd.
7. P. to K's 3rd.
8. B. to K's 2nd.
9. Castles.
10. P. to Q. Kt's 3rd.
11. B. to Kt's 2nd.
12. R. to Q. B's sq.
13. B. to Q's 3rd.
14. P. to R's 3rd.
15. Q. to K's sq.

BLACK. (Mr. Mor.)

1. P. to K's 3rd.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to Q. Kt's 3rd.
5. P. to Q. R's 4th.
6. B. to Kt's 2nd.
7. B to K's 2nd.
8. Castles.
9. P. to R's 3rd.
10. P. to Q's 3rd.
11. Q. Kt. to Q's 2nd.
12. K. to R's 2nd.
13. P. to Kt's 3rd.
14. Q. to K's sq.
15. Kt. to K's 5th.

Up to this point the game is opened with great care and judgment by both players, and as is generally the case in close openings, without producing any points of singular interest. Now, however, we are presented with positions of both a pleasing and complicated character.

16. B. takes Kt.

Better, we believe, than P. to Q's 5th, as in reply to that move Black would have played Q. Kt. to Q. B's 4th, forcing the K's B. to retreat, and, after the exchange of Knights, gaining a Pawn.

16. P. takes B.

17. Kt. to Q's 2nd.

17. Kt. to B's 3rd.

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|------------------------|-------------------------|
| 18. K. to R's 2nd. | 18. Q. to Q's 2nd. |
| 19. R. to K. Kt's sq. | 19. P. to Q's 4th. |
| 20. R. to B's 2nd. | 20. P. to K. Kt's 4th. |
| 21. Kt. to B's sq. | 21. P. takes K. B's P. |
| 22. P. takes B's P. | 22. B. to Q's 3rd. |
| 23. P. to Kt's 3rd. | 23. P. to B's 3rd. |
| 24. Kt. to K's 3rd. | 24. R. to K. Kt's sq. |
| 25. Q. R. to Kt's 2nd. | 25. Q. R. to K. B's sq. |
| 26. Kt. to K's 2nd. | 26. B. to B's sq. |
| 27. P. to K. Kt's 4th. | |

A provision against the threatened advance of the adversary's King's Pawn; this move, however, weakens the K. B's P., which immediately becomes the focus of Black's attack.

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|----------------------|-----------------------|
| 28. R. to B's 2nd. | 27. Q. to Q. B's 2nd. |
| 29. Q. to K. B's sq. | 28. Kt. to K's sq. |
| 30. K. to R's sq. | 29. R. to B's 2nd. |
| 31. Kt. to Kt's 2nd. | 30. K. R. to B's sq. |
| 32. Q. to Q. B's sq. | 31. B. to R's 3rd. |

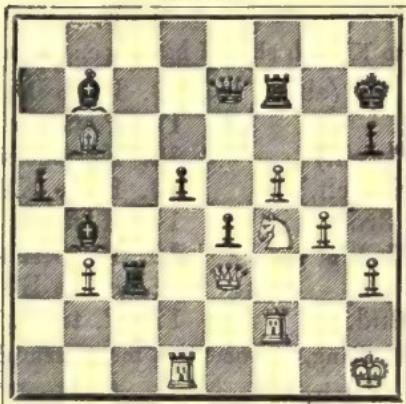
A good move, as it defends both the Bishops' Pawns.

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|------------------------|----------------------|
| 33. Kt. to Kt's 3rd. | 32. Q. to K's 2nd. |
| 34. R. to K's sq. | 33. Kt. to Kt's 2nd. |
| 35. Kt. to K's 2nd. | 34. P. to B's 4th. |
| 36. P. takes Q's P. | 35. B. to Kt's 2nd. |
| 37. P. to B's 5th. | 36. K's P. takes P. |
| 38. K. Kt. to B's 4th. | 37. Kt. to K's 3rd. |
| 39. Kt. takes Kt. | 38. Kt. takes Kt. |
| 40. Q. to K's 3rd. | 39. R. to Q. B's sq. |
| 41. B. takes P. | 40. P. takes P. |
| 42. B. takes P. | 41. B. takes P. |

Mr. Mongredien observes that he here lost a fine opportunity of gaining an advantage, and there can be little question that if Kt. to K's 6th had been played in place of the move actually adopted, Mr. Morphy's defence would have been rendered one of excessive difficulty.

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|-----------------------|--|
| 43. R. to Q's sq. | 42. B. to Kt's 5th. |
| 44. Q. to Q's 4th. | 43. R. to B's 6th. |
| 45. R. to K. Kt's sq. | At once taking the utmost advantage of his opponent's error. |
| | 44. Q. to R's 5th. |
| | 45. R. to Kt's 2nd. |

BLACK.



WHITE.

46. Q. to K's 5th.
47. Q. to Q's 4th.

The winning move.

48. Q. takes R.
49. Q. takes Q's P.

If White play any other move Black pushes P. to K's 6th (dis. ch.), with a winning position. The termination of this game is played in Mr. Morphy's finest style.

50. K. to Kt's 2nd.

46. R. to K's 2nd.
47. B. to Q's 3rd.
48. P. to Q's 5th.
49. B. takes Kt.
50. P. to K's 6th (dis. ch.)

And wins.

GAME IV.—TWO KNIGHTS' OPENING.

WHITE. (Mr. Mor.)

- P. to K's 4th.
- Kt. to K. B's 3rd.
- B. to B's 4th.
- Kt. to Kt's 5th.
- P. takes P.
- P. to Q's 3rd.

This move is just mentioned *en passant* by Heydebrand, in the German "Handbuch."

BLACK. (Mr. Mon.)

- P. to K's 4th.
- Kt. to Q. B's 3rd.
- Kt. to B's 3rd.
- P. to Q's 4th.
- Kt. to Q. R's 4th.

6. P. to K. R's 3rd.
7. Kt. to K. B's 3rd.
P. to K's 5th leads to a strong attack, and renders the defence difficult.

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|---|------------------------|
| 8. P. to K. R's 3rd. | 8. B. takes Kt. |
| 9. Q. takes B. | 9. B. to Q's 3rd. |
| Bad; P. to K's 5th should have been played instead. | |
| 10. B. to Kt's 5th (ch.) | 10. P. to B's 3rd. |
| 11. P. takes P. | 11. P. takes P. |
| 12. B. takes P. (ch.) | 12. Kt. takes B. |
| 13. Q. takes Kt. (ch.) | 13. K. to K's 2nd. |
| 14. Kt. to B's 3rd. | 14. R. to Q. B's sq. |
| 15. Q. to B's 3rd. | 15. R. to K's sq. |
| 16. Castles. | 16. K. to B's sq. |
| 17. B. to Q's 2nd. | 17. P. to K. Kt's 4th. |

Exposing the King, at once, to a most formidable attack.

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|------------------------|-----------------------|
| 18. P. to K. R's 4th. | 18. Kt. to R's 2nd. |
| 19. Q. to B's 5th. | 19. K. to Kt's 2nd. |
| 20. P. takes P. | 20. P. takes P. |
| 21. P. to K. Kt's 3rd. | 21. P. to K. B's 3rd. |
| 22. K. to Kt's 2nd. | 22. R. to K. R's sq. |
| 23. R. to K. R's sq. | 23. R. to B's 2nd. |
| 24. K. R. to R's 2nd. | 24. Q. to Q. B's sq. |
| 25. Q. takes Q. | 25. K's R. takes Q. |
| 26. Q. R. to R's sq. | 26. Kt. to B's sq. |
| 27. Kt. to Kt's 5th. | 27. R. to Q's 2nd. |
| 28. Kt. takes B. | 28. R. takes Kt. |
| 29. B. to Kt's 4th. | |

And Black resigns.

GAME V.—KING'S BISHOP'S GAMBIT.

WHITE. (Mr. Mon.) BLACK. (Mr. Mor.)

- | | |
|----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. P. to K. B's 4th. | 2. P. takes P. |
| 3. B. to B's 4th. | 3. P. to Q's 4th. |
| 4. B. takes P. | 4. Kt. to K. B's 3rd. |
| 5. P. to Q's 3rd. | |

Kt. to K. B's 3rd would, we think have been more advisable, as adopted by Anderssen after careful examination.

- | | |
|------------------------|--------------------|
| 6. P. takes Kt. | 5. Kt. takes B. |
| 7. Q. to K's 2nd (ch.) | 6. Q. takes P. |
| 8. B. takes P. | 7. B. to K's 3rd. |
| | 8. Kt. to B's 3rd. |

9. Kt. to K. B's 3rd.
 10. Kt. to B's 3rd.
 11. Castles (K. R.)
 12. P. to Q. R's 3rd.

9. Castles.
 10. B. to Q. Kt's 5th.
 11. Q. to K. R's 4th.

This move loses important time, White's correct play were Kt. to K's 5th.

13. K. to R's sq.
 14. Q. to Q's 2nd.
 15. Q. R. to K's sq.
 16. R. takes B.
 17. Q. takes R.
 18. R. to K. B's sq.

12. B. to B's 4th (ch.)
 13. B. to K. Kt's 5th.
 14. K. R. to K's sq.
 15. B. takes Kt.
 16. R. takes R. (ch.)
 17. Kt. to Q's 5th.

Had White played R. to R's 3rd, Black would have replied with Q. to K. B's 4th, &c.

19. Q. to B's sq.
 20. P. to Q. Kt's 4th.

18. Kt. takes P.
 19. Kt. to Q's 5th.

B. takes P. would have regained the Pawn.

21. B. takes B.
 22. Q. to K's 3rd.

20. B. to Q's 3rd.
 21. R. takes B.
 22. Kt. to B's 4th.

A remarkably accurate move.

23. Q. to B's 3rd.
 24. R. takes Q.
 25. Kt. to K's 2nd.

23. Q. takes Q.
 24. R. to Q. B's 3rd.

Altogether fatal.

25. Kt. to Q's 5th.
 And wins.

GAME VI.—IRREGULAR DEFENCE TO THE KING'S KNIGHT'S OPENING.

WHITE. (Mr. Mor.)

BLACK. (Mr. Mon.)

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.

1. P. to K's 4th.
 2. P. to Q's 4th.

A line of defence which we are not at all disposed to recommend, as it is certain to give the first player a marked advantage in position.

3. P. takes P.

Correctly played. Taking the Pawn with Knight is inferior.

- | | |
|---|-------------------|
| 4. Q. to K's 2nd. | 3. P. to K's 5th. |
| 5. Kt. to Q's 4th. | 4. Q. to K's 2nd. |
| | 5. Q. to K's 4th. |
| We should have preferred Kt. to K. B's 3rd. | |
| 6. Kt. to Kt's 5th. | 6. B. to Q's 3rd. |
| 7. P. to Q's 4th. | 7. Q. to K's 2nd. |

If the Pawn had been taken *en passant*, White would have exchanged Queens and remained with a Pawn a-head; it was also prudent to decline capturing the Pawn at Queen's 5th with Queen, as White would in that case have gained a fine attack by P. to Q. B's 4th.

8. P. to Q. B's 4th.

White has now a Pawn more, and a winning position.

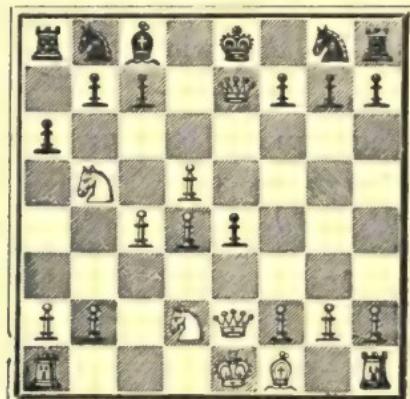
- | | |
|------------------------|-------------------------|
| 9. B. to Q's 2nd. | 8. B. to Kt's 5th (ch.) |
| 10. Kt. takes B. | 9. B. takes B. (ch.) |
| 11. Kt. to Q. B's 3rd. | 10. P. to Q. R's 3rd. |

If P. to Q's 6th, the following variation of interest would probably have occurred :—

- | | |
|----------------------------|--------------------------|
| 11. P. to Q's 6th. | 11. P. takes P. (best.) |
| 12. Kt. takes K's P. | 12. P. takes Kt. |
| 13. Kt. takes P. (ch.) | 13. K. to Q's sq. |
| 14. Q. takes Q. (ch.) | 14. Kt. takes Q. (best.) |
| 15. Kt. takes B's P. (ch.) | 15. K. to K's sq. |
| 16. Kt. takes R., &c. | |

The diagram shews the position at the point when this variation might have been played :—

BLACK.



WHITE.

- | | |
|-------------------------|------------------------|
| 11. P. to K. B's 4th. | |
| 12. Castles. | 12. Kt. to K. B's 3rd. |
| 13. R. to K's sq. | 13. Castles. |
| 14. P. to K. B's 3rd. | 14. P. to Q. Kt's 4th. |
| 15. P. takes K's P. | 15. P. takes K's P. |
| 16. Q. Kt. takes K's P. | 16. P. takes P. |
| 17. Q. takes P. | 17. K. to R's sq. |

Had the Knight been taken with Knight, White might have answered advantageously with P. to Q's 6th (dis. ch.)

- | | |
|----------------------|---------------------|
| 18. B. to Q's 3rd. | 18. B. to Kt's 2nd. |
| 19. Kt. takes Kt. | 19. Q. takes Kt. |
| 20. K. R. to B's sq. | |

Forcing the game.

- | | |
|-----------------------|-------------------|
| 21. R. takes R. (ch.) | 20. Q. to Q's sq. |
| 22. Q. to Kt's 4th. | 21. Q. takes R. |

And wins.

✓ GAME VII.—EVANS'S GAMBIT.

WHITE. (Mr. Mon.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. P. to Q's 5th.

Black would have taken the Pawn with K's Kt. if White had played P. takes P.

BLACK. (Mr. Mor.)

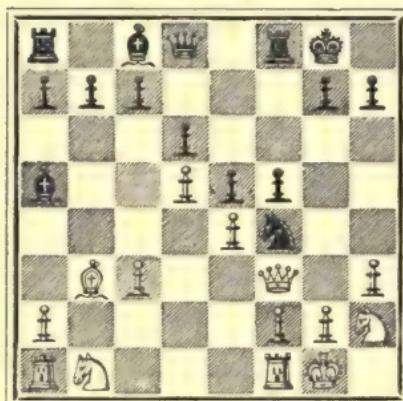
1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.
6. Kt. to B's 3rd.
7. Castles.
8. Kt. to K's 2nd.
9. P. to Q's 3rd.
10. Kt. to Kt's 3rd.
11. Kt. to R's 4th.

The two Knights are now strongly posted, and threaten, one or other of them, to occupy the King's Bishop's 5th square with telling effect.

- | | |
|---------------------|------------------------|
| 12. B. to Kt's 3rd. | 12. K. Kt. to B's 5th. |
| 13. B. takes Kt. | 13. Kt. takes B. |
| 14. Q. to B's 3rd. | 14. P. to K. B's 4th. |

Mr. Morphy never misses an opportunity allowed him of advancing the K. B's P. when the Rook supports it. This move is almost always formidable, and in this instance becomes particularly potent. We add a diagram which shews the position after Black's 14th move:—

BLACK.



WHITE.

- | | |
|------------------------|------------------------|
| 15. P. takes P. | 15. B. takes K. B's P. |
| 16. P. to K. Kt's 4th. | 16. B. to Q's 6th. |

An effective *coup*, indeed, and one that places White's game beyond hope. Besides attacking the R., it threatens to win the Queen by Kt. to K's 7th (ch.)

- | | |
|--------------------|------------------------|
| 17. Q. to K's 3rd. | 17. B. to Q. Kt's 3rd. |
| 18. Q. to Q's 2nd. | 18. Q. to K. R's 5th. |

And wins.

✓ GAME VIII.—PHILIDOR'S DEFENCE.

WHITE. (Mr. Mor.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Q. takes P.
5. B. to K. Kt's 5th.
6. B. to K's 3rd.

BLACK. (Mr. Mon.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.
4. P. to Q. R's 3rd.
5. P. to K. B's 3rd.
6. B. to K's 3rd.

7. Kt. to B's 3rd.
8. B. to K's 2nd.

7. Kt. to K's 2nd.
8. K. Kt. to B's 3rd.

Q. Kt. to B's 3rd would have been better, most undoubtedly, but Mr. Mongredien, probably, wished to bring that piece to Q's 2nd, and eventually to K's 4th.

9. Q. to Q's 2nd.
10. Castles (K. R.)
11. Q. R. to Q's sq.
12. Kt. to Q's 4th.
13. B. takes Kt.

9. B. to K's 2nd.
10. Castles.
11. Kt. to Q's 2nd.
12. Kt. takes Kt.
13. P. to K. B's 4th.

Black should first have driven back the Bishop with P. to Q. B's 4th, and then have played on the King's Bishop's Pawn.

14. P. takes P.
15. B. to B's 4th (ch.)
16. Kt. to Q's 5th.
17. Kt. takes B.

14. B. takes B's P.
15. K. to R's sq.
16. Kt. to B's 3rd.

Obtaining a strong attack.

18. K. R. to K's sq.
19. Q. to Kt's 5th.
20. Q. to R's 4th.
21. P. to Q. B's 3rd.

17. Q. takes Kt.
18. Q. to Q's 2nd.
19. P. to R's 3rd.
20. Q. R. to K's sq.
21. R. to K's 5th.

A grave miscalculation which at once imperils his game.

22. R. takes R.
23. Q. takes P. (ch.)
24. R. to K's sq.
25. R. takes Kt.
26. Q. to R's 5th.
27. Q. to R's 6th.
28. Q. to B's 4th.

22. Kt. takes R.
23. B. to R's 2nd.
24. P. to B's 4th.
25. P. takes B.
26. P. to K. Kt's 3rd.
27. R. to K's sq.

A very skilful finishing touch.

29. R. takes R.
30. Q. takes P. (ch.)

28. K. to Kt's 2nd.
29. Q. takes R.

Winning the game and the match.

MATCH

BETWEEN

MR. MORPHY AND "ALTER."

This Match was played at the St. George's Chess Club, in the early part of August, 1858. Much interest was excited in the present case by the circumstance of the American champion's giving the odds of the "Pawn and Move" to the English amateur, for the latter held no mean position in our Chess circles. It was agreed that the winner of the first 5 games should be declared the victor; and at the conclusion of the contest the score stood thus:—

Morphy 5; "Alter" 0;—drawn 2.

✓ GAME I.

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q. B's 4th.
4. Kt. to Q. B's 3rd.
5. Kt. to B's 3rd.
6. B. to Q's 3rd.
7. B. to K. Kt's 5th.
8. P. to K's 5th.

BLACK. (Mr. M.)

1. P. to Q's 3rd.
2. Kt. to K. B's 3rd.
3. Kt. to B's 3rd.
4. P. to K's 3rd.
5. P. to Q's 4th.
6. B. to Q. Kt's 5th.
7. P. to K. R's 3rd.

We should have counselled the taking of the Knight with the Bishop

9. B. to Kt's 5th (ch.)
 10. Kt. takes Kt's P.
8. P. takes B.
 9. K. to B's sq.
 10. R. to R's 3rd.

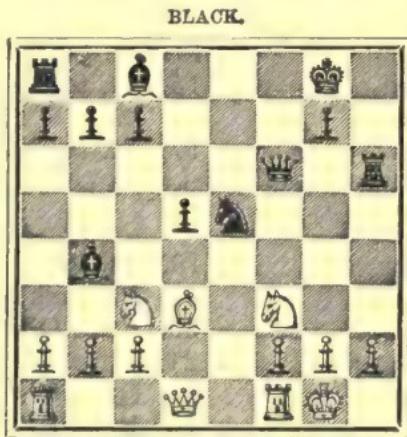
The correct play, as by attacking the Bishop the requisite time is gained to bring the King into safe quarters; it may be observed that the second player could not at once have moved away K's Kt. on account of Kt. to B's 7th.

11. B. to Q's 3rd.
 12. P. takes Kt.
 13. Kt. to B's 3rd.
11. K. to Kt's sq.
 12. Q. takes P.
 13. P. to K's 4th.

Black has now the attack in his hands, and a fine game which he conducts with his usual skill to the termination.

14. P. takes P.
 15. Castles.
14. Kt. takes P.

This loses the game immediately, but we do not see how some loss could have been avoided. If 15. Kt. takes Kt., then 15. Q. takes Kt. (ch.), followed by 16. B. takes Kt. (ch.), &c.; and if B. to K's 2nd, the same ill result would have ensued. A diagram shews the position:—



WHITE.

15. Q. to B's 5th.

An admirable and accurate method of concluding the game.

16. P. to K. R's 4th.
 17. Q. takes Kt.
 18. Q. takes P. (ch.)
16. Kt. takes Kt. (ch)
 17. Q. takes P.
 18. B. to K's 3rd.

And White resigns.

GAME II.

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q. B's 4th.
4. Kt. to Q. B's 3rd.
5. Kt. to B's 3rd.
6. B. to Q's 3rd.
7. B. to K. Kt's 5th.
8. B. takes P.
9. Castles.
10. Kt. to K's 5th.
11. B. takes Kt.
12. Kt. to Kt's 4th.
13. P. to B's 4th.
14. R. to B's 3rd.

BLACK. (Mr. M.)

1. P. to Q's 3rd.
2. Kt. to K. B's 3rd.
3. Kt. to B's 3rd.
4. P. to K's 3rd.
5. P. to Q's 4th.
6. B. to Kt's 5th.
7. P. takes P.
8. B. to Q's 2nd.
9. Castles.
10. Q. to K's sq.
11. R. takes B.
12. R. to K. B's sq.
13. Q. to K's 2nd.

This must have been an error, as it loses a clear Pawn.

15. R. to R's 3rd.
16. Kt. to K's 5th.
17. P. to Kt's 4th.

14. Kt. takes P.
15. Kt. to B's 4th.
16. B. to K's sq.
17. Kt. to R's 5th.

The proper move, for if Kt. to R's 3rd, White would have had a very effective reply in P. to Kt's 5th.

18. Q. to K's sq.
19. Kt. takes Kt.
20. Q. to Kt's 3rd.
21. R. to K. B's sq.
22. K. to R's sq.
23. Q. to K's sq.
24. Kt. takes B.

18. Kt. to Kt's 3rd.
19. P. takes Kt.
20. R. to Q's sq.
21. R. to Q's 7th.
22. Q. to Q's sq.
23. B. to Kt's 4th.
24. R. takes K. B's P.

In an analysis of this move, from the pen of a well-known master, we find a note to the effect that Black should here have continued the attack by R. takes R's P. (ch.), &c., but as the game is only carried three moves further we cannot endorse the opinion. Suppose,—

25. R. takes R.
26. R. takes B.
27. Kt. to B's 3rd.

24. R. takes P. (ch.)
25. B. takes Q.
26. R. takes P.
27. R. takes P.

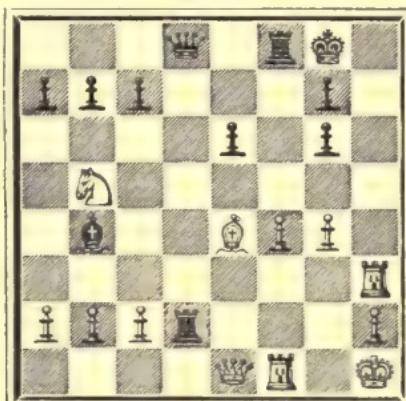
28. R. to Q's sq.

29. B. to Kt's 2nd.

28. Q. to K. B's 3rd.

White is left with three minor pieces for the Queen and free from attack, and we cannot see that Black has the better game. As, however, we add a diagram of the position, the student can examine for himself :—

BLACK.



WHITE.

25. R. takes R.

26. Q. to B's sq.

27. R. takes R.

28. B. to Q's 3rd.

29. K. R. to B's 3rd.

30. P. to Q. R's 3rd.

31. K. to Kt's 2nd.

32. R. to Q's sq.

33. R. to R's 3rd (ch.)

34. P. to B's 4th.

35. B. to K's 2nd.

36. Kt. takes B's P.

37. B. to B's 3rd.

R. to K. B's sq. would have been a strong move at this point.

25. R. to Q's 8th.

26. R. takes Q. (ch.)

27. Q. to Kt's 4th.

28. Q. to Q's 4th (ch.)

29. K. to R's 2nd.

30. B. to Q's 7th.

31. P. to K's 4th.

32. P. to K's 5th.

33. K. to Kt's sq.

34. Q. to K. Kt's 4th.

35. P. to K's 6th.

36. Q. to B's 5th.

37. Q. takes Kt.

38. K. to B's sq.

39. K. to K's 2nd.

40. K. to Q's 3rd.

38. B. to Q's 5th (ch.)

39. R. to B's sq. (ch.)

40. R. to B's 7th (ch.)

41. R. takes K's P.

Requisite, to prevent the Pawn from going on to Queen.

- | | |
|---------------------|--------------------|
| 42. R. takes Q. | 41. B. takes R. |
| 43. K. to B's 3rd. | 42. K. takes R. |
| 44. P. to Kt's 3rd. | 43. B. to B's 8th. |
| 45. P. to R's 4th. | 44. B. takes P. |

And the game was declared drawn.

✓ GAME III.

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to K's 5th.
4. P. to Q. B's 3rd.
5. Kt. to K. R's 3rd.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. to Q. B's 4th.
4. Kt. to Q. B's 3rd.

In receiving odds, it should always be the aim of the first player to bring his pieces into action as rapidly as possible, and place them in the most attacking positions, and therefore, as this move savours of the defensive rather than the aggressive, we cannot commend it.

5. P. takes P.

6. B. to Q. Kt's 5th.

Much better than taking the Pawn.

7. P. takes P.
8. Castles.
9. Kt. to Kt's 5th.

6. P. takes P.

7. B. to B's 4th.
8. Kt. to K's 2nd.

This appears to us a move without purpose, and one that only gives Black an opportunity of developing his game.

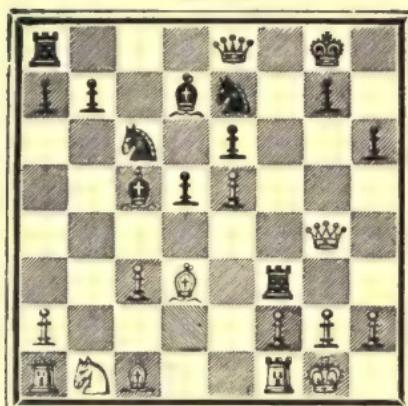
10. Q. to R's 5th.
11. Kt. to B's 3rd.
12. B. to Q's 3rd.
9. Castles.
10. P. to K. R's 3rd.
11. B. to Q's 2nd.
12. Q. to K's sq.

The excellence of this move will very shortly appear.

13. Q. to Kt's 4th.
13. R. takes Kt.

A fine sequence to the previous move; the position will be found represented on the diagram:—

BLACK.



WHITE.

14. Q. takes R.

It is clear that he must have submitted to the loss of a piece if he had taken the Rook with Pawn.

- | | |
|-----------------------|------------------------|
| 14. Kt. takes P. | 15. Kt. takes B. |
| 15. Q. to Kt's 3rd. | 16. B. to Q. Kt's 4th. |
| 16. Q. takes Kt. | 17. B. takes R. |
| 17. Q. to R's 3rd. | 18. K. to R's 2nd. |
| 18. Q. takes P. (ch.) | 19. Q. to R's 4th. |
| 19. K. takes B. | 20. R. to K. B's sq. |
| 20. B. to B's 4th. | 21. Kt. to B's 4th. |
| 21. B. to Kt's 3rd. | |

The coup de grace.

And Black wins.

GAME IV

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to K's 5th.
4. P. to Q. B's 3rd.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. to Q. B's 4th.
4. Kt. to Q. B's 3rd.

- | | |
|-------------------------|----------------------|
| 5. Kt. to B's 3rd. | 5. Q. to Kt's 3rd. |
| 6. B. to Q's 3rd. | 6. P. to Kt's 3rd. |
| 7. Castles. | 7. B. to Q's 2nd. |
| 8. P. to Q. R's 4th. | 8. P. to Q. R's 4th. |
| 9. Kt. to R's 3rd. | 9. P. to B's 5th. |
| 10. B. to B's 2nd. | 10. Kt. to R's 3rd. |
| 11. Kt. to Q. Kt's 5th. | 11. Kt. to B's 2nd. |

If this Knight had been left to be captured by White, the adverse Queen's Knight might have been brought into the game at Q's 6th, with annoying effect.

- | | |
|-------------------------|--------------------|
| 12. P. to Q. Kt's 3rd. | 12. P. takes P. |
| 13. B. takes Q. Kt's P. | 13. B. to K's 2nd. |
| 14. R. to K's sq. | |

P. to Q. B's 4th, would perhaps have been stronger play.

- | | |
|------------------------|---------------------|
| 15. B. takes P. | 14. Castles (K. R.) |
| 16. P. to K's 6th. | 15. P. takes B. |
| 17. P. takes Kt. (ch.) | 16. B. to K's sq. |
| 18. B. to Kt's 5th. | 17. R. takes P. |
| 19. R. to Q. Kt's sq. | 18. B. to Q's 2nd. |
| 20. B. takes B. | 19. Q. to Q's sq. |
| 21. Q. to Kt's 3rd. | 20. R. takes B. |
| | 21. B. to B's 4th. |

The best move.

- | | |
|------------------------|------------------------|
| 22. Q. R. to B's sq. | 22. B. to Q's 6th. |
| 23. Kt. to R's 3rd. | 23. B. to K's 7th. |
| 24. P. to B's 4th. | 24. B. takes Kt. |
| 25. R. takes R. | 25. Q. takes R. |
| 26. Q. takes B. | 26. P. takes P. |
| 27. Q. to B's 3rd. | 27. R. to K's sq. |
| 28. Q. takes P. (ch.) | 28. K. to Kt's 2nd. |
| 29. Kt. to B's 2nd. | 29. Q. to K. Kt's 4th. |
| 30. R. to Q's sq. | 30. R. to K's 5th. |
| 31. Q. to B's 3rd. | 31. Q. to B's 3rd. |
| 32. Q. to Q's 2nd. | 32. Q. to Q's 3rd. |
| 33. P. to Kt's 3rd. | 33. P. to R's 4th. |
| 34. P. to B's 3rd. | 34. R. to K's 2nd. |
| 35. Q. to K. Kt's 5th. | 35. Kt. to K's 4th. |

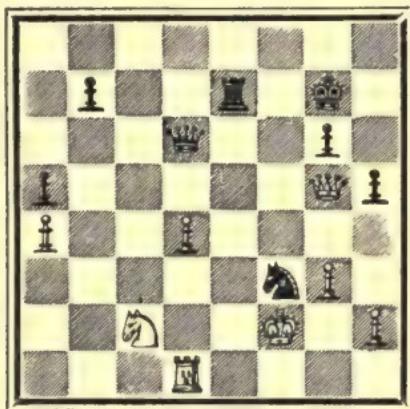
An effective mode of continuing the game, as shortly becomes apparent.

36. K. to B's 2nd.

36. Kt. takes P.

Finely played; whether the Knight be captured or not, White must remain in a greatly inferior position.

BLACK.



WHITE.

37. K. takes Kt.

37. Q. to Q. B's 3rd (ch.)

38. P. to Q's 5th.

38. R. to B's 2nd (ch.)

39. K. to Kt's 2nd.

39. Q. takes Kt. (ch.)

40. R. to Q's 2nd.

40. Q. to K's 5th (ch.)

41. K. to R's 3rd.

41. Q. to K's 8th.

42. P. to Q's 6th.

42. Q. to B's 8th (ch.)

43. R. to K. Kt's 2nd.

43. R. to Q's 2nd.

44. Q. to K's 5th (ch.)

44. Q. to B's 3rd.

Black judiciously offered to exchange Queens, for if his adversary had accepted the challenge, his isolated Queen's Pawn would immediately have been lost, and with it the game.

45. Q. to Kt's 2nd.

45. R. takes P.

46. Q. takes Kt's P. (ch.)

46. K. to R's 3rd.

47. Q. to Kt's 5th.

47. P. to Kt's 4th.

And wins.

GAME V.

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q's 3rd.

Q. to R's 5th (ch.) is the correct move here, as may be gathered from the following analysis:—

3. Q. to R's 5th (ch.)
4. Q. to K's 5th.
5. B. to K. Kt's 5th.
6. B. to Kt's 5th (ch.)
7. P. takes P.
8. P. takes Kt.
9. P. takes Kt's P.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q's 4th.

3. P. to Kt's 3rd.
4. Kt. to K. B's 3rd (best.)
5. B. to K's 2nd.
6. Kt. to B's 3rd, or (A.) (B.)
7. P. to Q. R's 3rd (best.)
8. P. takes B.

Winning a piece.

(A.)

7. P. takes P.
8. P. to Q's 6th.

6. P. to B's 3rd.
7. P. takes B.

Regaining the piece with the better position.

(B.)

7. Kt. to Q. B's 3rd.
8. Kt. takes Kt.
9. B. takes B.
10. Q. to Kt's 7th (ch.)
11. P. to Q. B's 4th.

6. K. to B's 2nd.
7. Kt. takes P.
8. P. takes Kt.
9. K. takes B.
10. K. to Q's 3rd.

With an excellent game.

4. Kt. to K. B's 3rd.
5. P. to B's 3rd.
6. Castles.
7. P. takes Q's P.
8. R. to K's sq. (ch.)
9. Kt. to Kt's 5th.
10. Kt. takes P.

3. P. to K. Kt's 3rd.
4. P. to B's 4th.
5. Kt. to Q. B's 3rd.
6. Q. to Kt's 3rd.
7. K's P. takes P.
8. B. to K's 2nd.
9. Kt. to B's 3rd.

Hazardous play, against such a masterly opponent.

11. B. takes P. (ch.)
12. B. to Kt's 5th.

10. R. takes Kt.
11. R. to B's 2nd.
12. B. to Kt's 5th.

Rapidly bringing all his pieces into action.

13. Q. to B's 2nd.

If P. to B's 3rd Black would have replied with B. to R's 4th, &c.

- | | |
|-----------------------|---------------------|
| 13. K. to B's sq. | 13. K. to B's sq. |
| 14. B. takes R. | 14. K. takes B. |
| 15. P. to K. R's 3rd. | 15. B. to R's 4th. |
| 16. B. takes Kt. | 16. B. to Kt's 3rd. |

When White played P. to R's 3rd, he evidently overlooked the effect of this move, which at once frustrates all his designs.

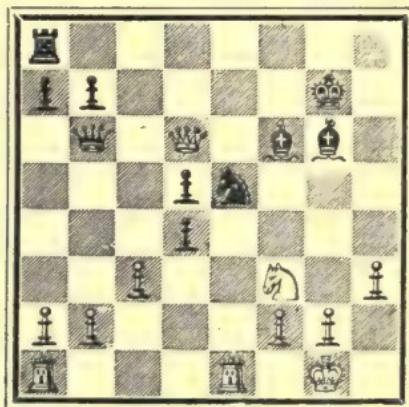
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|-------------------------|---------------------|
| 17. Q. to K's 2nd. | 17. B. takes B. |
| 18. Q. to K's 6th (ch.) | 18. K. to Kt's 2nd. |
| 19. Q. to Q's 7th (ch.) | 19. K. to R's sq. |
| 20. Q. to Q's 6th. | 20. K. to Kt's 2nd. |
| 21. Kt. to Q's 2nd. | |

Perceiving that nothing would be gained by continuing to check,

- | | |
|---------------------|---------------------|
| 22. Kt. to B's 3rd. | 21. P. takes P. |
| | 22. Kt. to K's 4th. |

Very finely played, as an examination of the position will prove:—

BLACK.



WHITE.

- | | |
|--------------------|-------------------------|
| 23. Q. to R's 3rd. | 23. Kt. takes Kt. (ch.) |
| 24. P. takes Kt. | 24. P. takes P. |
| 25. P. takes P. | 25. R. to K. Kt's sq. |
| 26. R. to K's 3rd. | 26. K. to R's sq. |
| 27. K. to R's sq. | 27. P. to Q's 5th. |
| 28. P. takes P. | 28. B. takes P. |

29. Q. R. to K's sq.

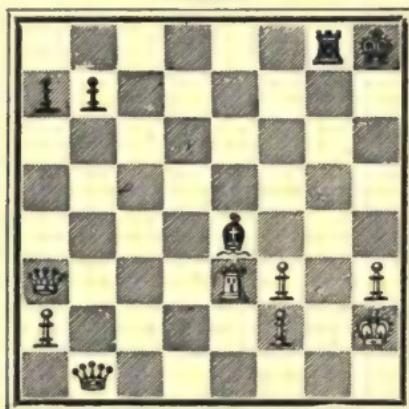
30. R. takes B.

The terminating moves are played with admirable skill by Mr. M., and deserve the student's best attention.

31. K. to R's 2nd.

An ingenious link in the chain of the combination; we represent the position after Black's 31st move:—

BLACK.



WHITE.

32. Q. to B's 3rd (ch.)

33. R. to K's sq.

34. R. to K's 3rd.

35. K. to R's sq.

36. R. takes B.

37. K. to R's 2nd.

32. R. to Kt's 2nd.

33. Q. to Kt's 3rd.

34. Q. to Q's 3rd (ch.)

35. B. takes P. (ch.)

36. Q. to Q's 8th (ch.)

37. Q. to Kt's 8th. Mate.

GAME VI.

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q's 3rd.
4. Kt. to K. B's 3rd.
5. P. to B's 3rd.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. to K. Kt's 3rd.
4. P. to B's 4th.
5. Kt. to Q. B's 3rd.

6. P. to K's 5th.
 7. Castles.
 8. B. to K's 3rd.

A bad move, as it loses two Pawns.

6. Q. to Kt's 3rd.
 7. B. to Q's 2nd.
 8. P. to B's 5th.

Far better than at once capturing the Kt's P., in which case White would have played Q. to B's 2nd, and Black could not have taken the Rook without endangering his Queen.

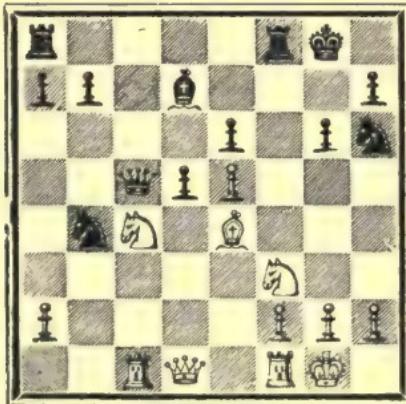
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|------------------------|----------------------|
| 9. B. to B's 2nd. | 9. Q. takes Kt's P. |
| 10. Q. Kt. to Q's 2nd. | 10. Q. takes B's P. |
| 11. R to Kt's sq. | 11. Kt. to Kt's 5th. |
| 12. Kt. to K's sq. | 12. B. to R's 3rd. |
| 13. B. takes B. | 13. Kt. takes B. |
| 14. R. to B's sq. | 14. Q. takes P. |
| 15. K. Kt. to B's 3rd. | 15. Q. to B's 4th. |
| 16. B. to K's 4th. | 16. Castles (K. R.) |

It is very clear that it would have been bad play to take the Bishop, on account of Kt. takes K's P. and Kt. to Q's 6th (ch.), &c.

17. Kt. takes P.

This sacrifice was unsound and ought to have cost White the game we exhibit the position on a diagram:—

BLACK.



WHITE.

- | | |
|--------------------------|-------------------|
| 18. Q. takes B. | 17. P. takes B. |
| 19. Q. takes K's P. (ch) | 18. P. takes Kt. |
| | 19. K. to R's sq. |

20. Kt. to Q's 6th.
21. P. to Kt's 3rd.

It is seldom indeed that Mr. Morphy commits so palpable a blunder as this is.

22. Q. to R's 3rd.
23. Kt. takes R.
24. K. R. to Q's sq
25. P. to Kt's 4th.
26. K. to R's sq.

20. Q. to Kt's 3rd.
21. Q. R. to K's sq.

22. Kt. to B's 4th.
23. R. takes Kt.
24. R. to Q's sq.
25. Kt. to Q's 5th.
26. Kt. to K's 7th.

This also is an error, and gives White an opportunity of drawing the game. The correct play is Q. to K's 3rd.

27. Q. takes B's P.
28. R. to Q's 6th.
29. Q. to B's 6th (ch.)
30. Q. to K's 6th (ch.)

27. Kt. takes R.
28. Kt. to B's 3rd.
29. K. to Kt's sq.

And draws by perpetual check.

GAME VII.

(Remove Black's K. B's P.)

WHITE. ("Alter.")

1. P. to K's 4th.
2. P. to Q's 4th.
3. Kt. to K. B's 3rd.

BLACK. (Mr. M.)

1. Kt. to Q. B's 3rd.
2. P. to K's 4th.

P. takes P. is the correct move, and by so playing the attack may be maintained.

4. B. to Q. B's 4th.
5. Castles.
6. Kt. to Kt's 5th.
7. P. to Q. B's 3rd.

3. P. takes P.
4. Q. to B's 3rd.
5. P. to Q's 3rd.
6. Kt. to R's 3rd.

At this point P. to K. B's 4th would have been a good move.

8. P. to B's 3rd.
9. B. to Q's 5th.
10. Q's Kt. takes P.
11. Kt. to Kt's 5th.
12. P. to B's 4th.

7. B. to Kt's 5th.
8. B. to Q's 2nd.
9. P. takes P.
10. B. to K's 2nd.
11. B. to Q's sq.
12. Kt. to K's 2nd.

Mr. Morphy has a most happy knack of extricating himself from a

difficulty, this we believe was the only move to avert the danger with which he was threatened.

13. Kt. to Q. B's 3rd.

If 13. P. to K's 5th, the following moves would probably have ensued :—

14. P. takes P.
15. K. to R's sq.
16. Q. takes Kt.

13. P. takes P.
14. Q. to Kt's 3rd (ch.)
15. Kt. takes B.
16. Q. takes Kt.

Winning a piece.

14. Q. to Kt's 3rd.
15. P. to K's 5th.

13. B. to Kt's 5th.
14. P. to B's 3rd.

Taking the Kt's P. with Queen would only have lost time, as Black would have answered with R. to Q. B's sq. If White had then retreated the Bishop, Black by checking with Bishop, and following that move with R. to B's 2nd, would have been enabled to develope his game.

16. Q. Kt. to K's 4th.
17. K. to R's sq.
18. B. to B's 7th (ch.)
19. Kt. takes Kt.

15. P. takes P.
16. B. to Kt's 3rd (ch.)
17. Q. to Kt's 3rd.
18. Kt. takes B.
19. Kt. to Q's 4th.

Black dare not attempt to save the Rook by R. to K. B's sq., on account of Q. Kt. to Q's 6th (ch.), which would have caused the loss of the Queen.

20. Q. Kt. to Q's 6th (ch.)
21. P. to B's 5th.
22. B. to Kt's 5th (ch.)
23. Q. to Kt's 3rd.

20. K. to K's 2nd.
21. Q. to R's 4th.
22. K. to Q's 2nd.
23. B. to B's 2nd.

The best possible move.

24. Q. takes P.
25. Q. takes P.

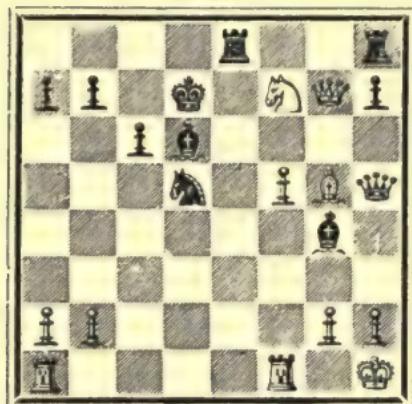
24. Q. R. to K's sq.

If Q. to Kt's 3rd, Black would have derived an advantage from K. R. to B's sq.

25. B. takes Kt.

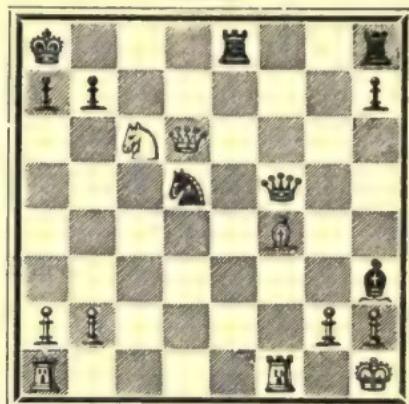
K. R. to Kt's sq. would have produced the desired result more speedily. We append two diagrams shewing the position here, and after Black's 30th move of B. to R's 6th :—

BLACK



WHITE.

BLACK.



WHITE.

- | | |
|---------------------------------|-----------------------------|
| 26. Kt. to K's 5th (double ch.) | 26. K. to B's sq. |
| 27. Q. to Q's 7th (ch.) | 27. K. to Kt's sq. |
| 28. Q. takes B. (ch.) | 28. K. to R's sq. |
| 29. B. to B's 4th. | 29. Q. takes B's P. |
| 30. Kt. takes P. | 30. B. to R's 6th. |
| 31. P. takes B. | 31. Q. to K's 5th (ch.) |
| 32. K. to Kt's sq. | 32. Kt. takes B. |
| 33. R. takes Kt. | 33. K. R. to Kt's sq. (ch.) |

And wins the game and the match.

BOOK II.

BLINDFOLD GAMES.

BLINDFOLD GAMES AT BIRMINGHAM.

THE following Games were played (without sight of the chess-board or pieces) by Mr. Morphy at Birmingham, on the 27th August, 1858, during the Anniversary Meeting of the British Chess Association in that town. On this occasion the American champion had eight opponents: Lord Lyttleton; the Rev. Mr. Salmon; Mr. J. Kipping, (Hon. Secretary to the Manchester Chess Club); Mr. Avery, (President of the Birmingham Chess Club); Mr. Carr, (Hon. Secretary to the Leamington Chess Club); Dr. Freeman, (Hon. Secretary to the Birmingham Chess Club); Mr. Rhodes, of the Leeds Club; and Mr. W. R. Wills, (Hon. Secretary of the British Chess Association). It is almost unnecessary to say that Mr. Morphy's extraordinary feat excited the wonder and admiration of the brilliant gathering at this time assembled from all parts of the kingdom; and it is also equally unnecessary to dilate upon the peculiar genius he manifested.

It may here suffice to state that Mr. Morphy gained six out of the eight games; Mr. Kipping won his game; and another was drawn by Mr. Avery.

BOARD NO. 1.—ALLGAIER GAMBIT.

Mr. Morphy and Lord Lyttleton.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to K. R's 4th.
5. Kt. to K's 5th.

BLACK. (Lord L.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.
5. P. to Q's 3rd.

A favourite defence of Kieseritzky's, but one which, according to Jaenisch, renders the maintenance of the Gambit Pawn an impossibility.

6. Kt. takes Kt's P.
7. P. to Q's 4th.
8. Kt. to B's 2nd.

6. B. to K's 2nd.
7. B. takes P. (ch.)
8. B. takes Kt. (ch.)

This is a deviation from the ordinary line of defence, which is Q. to K. Kt's 4th, with the following usual continuation:—

9. Q. to B's 3rd.
10. Kt. to B's 3rd.
11. B. to Q's 2nd.
12. B. to Q. Kt's 5th.
13. R. takes Kt.
14. Castles (Q. R.),
8. Q. to Kt's 4th.
9. B. to Kt's 6th.
10. Kt. to K. B's 3rd.
11. Kt. to Q. B's 3rd or (A).
12. B. to Q's 2nd.
13. P. takes B.

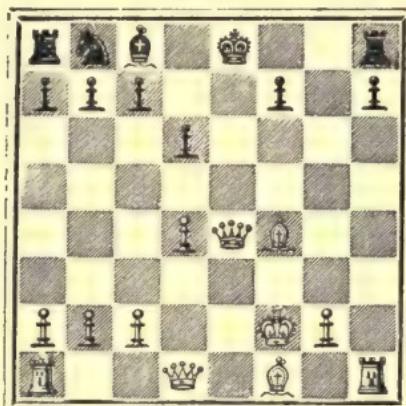
And the game is an even one.

(A.)

12. P. to Q's 5th.
13. Q. takes B.
14. B. takes Q.
15. K. to Q's 2nd.
16. B. to K's 3rd.
17. B. to K's 2nd.
18. K. takes Kt.
9. K. takes B.
10. Kt. to B's 3rd.
11. B. takes P.
12. Kt. takes Kt.
11. B. to Q's 2nd.
12. Kt. to K. Kt's 5th.
13. P. takes Q.
14. P. takes Kt. (ch.)
15. P. to K. B's 3rd.
16. Castles.
17. Kt. takes B.
18. P. to K. B's 4th, &c.
9. Kt. to K. B's 3rd.
10. Q. to K's 2nd.
11. Kt. takes P. (ch.)
12. Q. takes Kt.

We give a diagram, from which it will be seen how simply and expeditiously Mr. Morphy finished off the game:—

BLACK.



WHITE.

- | | |
|-----------------------------|---------------------|
| 13. B. to Q. Kt's 5th (ch.) | 13. K. to B's sq. |
| 14. B. to R's 6th (ch.) | 14. K. to Kt's sq. |
| 15. R. to R's 5th. | 15. B. to B's 4th. |
| 16. Q. to Q's 2nd. | 16. B. to Kt's 3rd. |
| 17. R. to K's sq. | |

And wins.

BOARD No. 2.—EVANS'S GAMBIT REFUSED.

Mr. Morphy and the Rev. Mr. Salmon.

WHITE. (Mr. M.)

BLACK. (Rev. Mr. S.)

- | | |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to B's 4th. | 3. B. to B's 4th. |
| 4. P. to Q. Kt's 4th. | 4. P. to Q's 4th. |

It is a question of some importance, whether the Evans' Gambit should be accepted or declined. In theory we have a satisfactory defence to the regular attack, but in practice this so frequently breaks down, that in matches, where money and reputation are at stake, it would seem as if the evasion of the gambit by the move in the text were more prudent play.

5. P. takes P.

B. to Q. Kt's 5th is the more usual move here, and is followed up thus,—

- | | |
|-----------------------|------------------------|
| 5. B. to Q. Kt's 5th. | 5. P. takes P. (best.) |
| 6. P. takes B. | 6. P. takes Kt. |
| 7. B. takes Kt. (ch.) | 7. P. takes B. |
| 8. Q. takes P. | 8. Kt. takes K's 2nd. |

But even now White remains with a somewhat unsatisfactory game.

5. Kt. takes P.

6. Castles.

Mr. Morphy considers this move the best at this juncture.

6. Kt. to K's 2nd.

B. to K. B's 4th is now the proper play.

7. Kt. takes P.

7. Castles.

We should have preferred B. to Q's 5th.

- | | |
|-----------------------|-------------------------|
| 8. P. to Q's 4th. | 8. B. to Q's 3rd. |
| 9. Kt. to Q. B's 3rd. | 9. B. to K. B's 4th. |
| 10. B. to Kt's 3rd. | 10. P. to Q. R's 4th. |
| 11. P. to Q. R's 3rd. | 11. P. to R's 5th. |
| 12. Kt. takes R's P. | 12. Q. Kt. takes Q's P. |
| 13. P. to Q. B's 4th. | 13. R. takes Kt. |

In making this sacrifice, Black was probably impressed with the idea that his adversary would take the Rook, and thus subject himself to the attack of Kt. to B's 6th and then to K's 7th (ch.); but Mr. Morphy evidently had all the variations in his mind's eye, and declined the proffered bait.

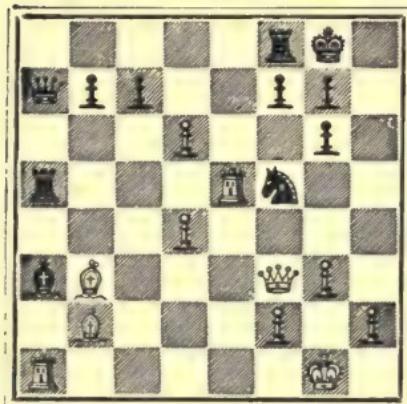
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|---------------------|------------------------|
| 14. P. takes Kt. | 14. R. to R's 4th. |
| 15. Q. to B's 3rd. | 15. B. to Kt's 3rd. |
| 16. R. to K's sq. | 16. B. to Q. Kt's 5th. |
| 17. R. to K's 2nd. | 17. Kt. to B's 4th. |
| 18. B. to Kt's 2nd. | |

The accuracy and rapidity with which the young American replied to the most difficult moves of his opponents caused universal remark and astonishment, and we were ourselves as greatly impressed with the marvellous ability displayed as were the rest of the lookers-on.

- | | |
|---------------------|----------------------|
| 19. P. to Kt's 3rd. | 18. Q. to R's sq. |
| 20. Kt. takes B. | 19. Q. to R's 2nd. |
| 21. R. to K's 5th. | 20. R's P. takes Kt. |
| 22. P. to Q's 6th. | 21. B. takes P. |

Finely played, ensuring the advance of the Queen's Pawn, which is almost equivalent to the winning of the game. The present position, which is very interesting, is illustrated in the diagram below:—

BLACK.



WHITE.

22. B. to Kt's 5th.

Kt. takes P. at Q's 4th, would have been bad play, as the following variations will prove :—

- 23. B. takes P. (ch.)
- 24. Q. to B's 4th.
- 25. B. takes Kt.

- 22. Kt. takes P. at Q's 4th.
- 23. K. to R's sq. (best.)
- 24. R. takes R.

And wins.

If—

- 24. R. to K's 8th (ch.)
- 2 . Q. takes R.

- 23. R. takes B.
- 24. K. to R's 2nd (best.)
- 25. B. takes B.

And White mates in four moves.

- | | |
|----------------------|------------------------|
| 23. K. R. takes R. | 23. B. takes R. |
| 24. Q. to Q's 5th. | 24. P. to Kt's 3rd. |
| 25. P. to Q's 7th. | 25. Q. to R's sq. |
| 26. R. to Q. B's sq. | 26. Q. takes Q. |
| 27. B. takes Q. | 27. P. to Q. Kt's 4th. |
| 28. B. to B's 6th. | 28. Kt. to Q's 3rd. |
| 29. P. to Q's 5th. | 29. B. to Q's 7th. |
| 30. R. to Q's sq. | 30. B. to Kt's 4th. |
| 31. P. to B's 4th. | 31. B. to Q's sq. |
| 32. B. to R's 3rd. | 32. P. to B's 4th. |
| 33. R. to K's sq. | 33. K. to B's 2nd. |
| 34. B. takes P. | 34. R. to R's sq. |

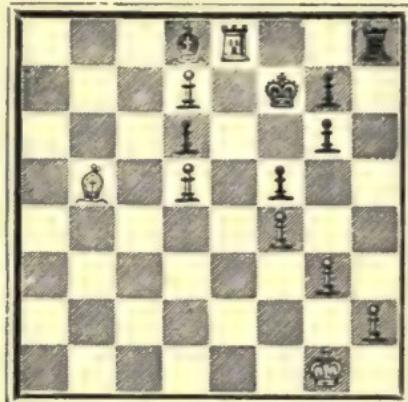
35. B. takes Kt.

35. P. takes B.

36. R. to K's 8th.

This end game is a perfect chess study, and as such is deserving of a diagram, and the close examination of every student of the game :—

BLACK.



WHITE.

- 37. K. to B's 2nd.
- 38. K. to K's 3rd.
- 39. K. to Q's 3rd.
- 40. B. to B's 6th.
- 41. P. takes P.
- 42. K. to B's 4th.
- 43. K. to Kt's 5th.
- 44. K. to R's 6th.
- 45. K. to Kt's 7th.
- 46. K. to B's 8th.
- 47. R. takes R.
- 48. P. Queens.

- 36. R. to B's sq.
- 37. P. to Kt's 4th.
- 38. P. to Kt's 5th.
- 39. P. to Kt's 4th.
- 40. P. takes P.
- 41. R. to Kt's sq.
- 42. R. to B's sq.
- 43. R. to Kt's sq.
- 44. R. to B's sq.
- 45. R. to Kt's sq.
- 46. B. to Kt's 3rd.
- 47. K. takes R.

And wins.

BOARD No. 3.—SICILIAN OPENING.

Mr. Morphy and Mr. Avery.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Kt. to K. B's 3rd.
4. Kt. takes P.
5. B. to K's 3rd.
6. B. to Q's 3rd.
7. Kt. takes Kt.
8. P. to K's 5th.
9. P. to K. B's 4th.

BLACK. (Mr. A.)

1. P. to Q. B's 4th.
2. P. takes P.
3. Kt. to Q. B's 3rd.
4. P. to K's 3rd.
5. Kt. to B's 3rd.
6. P. to Q's 4th.
7. P. takes Kt.
8. Kt. to Q's 2nd.
9. B. to R's 3rd.

P. to K. B's 4th would have been a better move.

10. Castles.

If White had captured the proffered Bishop, Black would have checked with Queen at R's 4th, regaining the piece and strengthening his position.

11. Q. takes B.

12. Kt. to Q's 2nd.

13. Q. takes B.

10. B. takes B.

11. B. to B's 4th.

12. B. takes B. (ch.)

13. Q. to Kt's 3rd.

We believe that Mr. Avery acted prudently in exchanging pieces and simplifying the game, Mr. Morphy having shewn himself so extremely accurate and skilful in complicated positions.

14. Q. R. to K's sq.

15. P. to Q. Kt's 3rd.

16. P. takes P.

17. P. to Kt's 3rd.

18. K. to Kt's 2nd.

19. R. takes Q.

20. K. R. to K's sq.

14. Castles (K. R.)

15. P. to B's 3rd.

16. R. takes P.

17. Q. R. to K. B's sq.

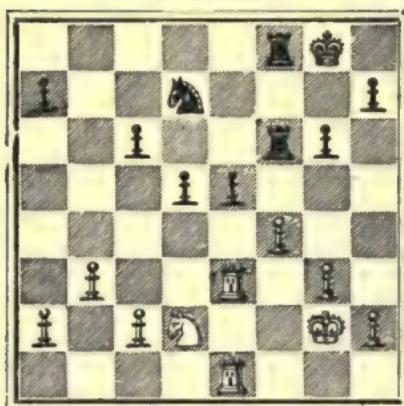
18. Q. takes Q.

19. P. to Kt's 3rd.

20. P. to K's 4th.

Very well played. We give a diagram of the position of the forces, which is one of much interest:—

BLACK.



WHITE.

- | | |
|-------------------------|-----------------------|
| 21. K. R. to K's 2nd. | 21. P. takes P. |
| 22. R. to K's 7th. | 22. Q. R. to B's 2nd. |
| 23. P. takes P. | 23. R. takes P. |
| 24. R. to K's 8th (ch.) | 24. K. to Kt's 2nd. |
| 25. R. to Q. B's 8th. | 25. K. R. to B's 3rd. |
| 26. R. to B's 7th. | 26. Kt. to B's sq. |
| 27. K. R. to K's 7th. | 27. R. takes R. |
| 28. R. takes R. (ch.) | 28. R. to B's 2nd. |
| 29. R. to K's 8th. | 29. Kt. to Q's 2nd. |
| 30. Kt. to B's 3rd. | 30. R. to B's sq. |
| 31. R. to K's 7th (ch.) | 31. R. to B's 2nd. |
| 32. R. to K's 8th. | 32. R. to B's sq. |
| 33. R. to K's 7th (ch.) | 33. R. to B's 2nd. |

And the game was abandoned as drawn.

✓ BOARD No. 4.—SCOTCH GAMBIT.

Mr. Morphy and Mr. Kipping.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. B. to Q. B's 4th.

BLACK. (Mr. K.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. takes P.
4. B. to B's 4th.

5. Castles.

The judgment with which Mr. Morphy opens his games when playing blindfold is truly remarkable; Castling, as in the text, is better than 5. P. to Q. B's 3rd, for Black would in that case reply with Kt. to K. B's 3rd, and resolve the game into the well-known Giuoco Piano.

5. P. to Q's 3rd.

Correctly played, and a better move than Kt. to K. B's 3rd.

6. P. to B's 3rd.

6. Q. to B's 3rd.

7. B. to K. Kt's 5th.

An interesting attack results from advancing P. to Q. Kt's 4th,
e.g.—

7. P. to Q. Kt's 4th.

7. B. to Kt's 3rd.

8. B. to Kt's 2nd.

8. Kt. takes K's 4th.

9. Kt. takes Kt.

9. P. takes Kt.

10. K. to R's sq.

10. Anything.

11. P. to B's 4th.

And considering the greater freedom of White's pieces, we give his game the preference.

7. Q. to Kt's 3rd.

8. P. takes P.

8. Kt. takes P.

9. Kt. takes Kt.

9. Q. takes B.

10. P. to B's 4th.

10. Q. to Kt's 3rd.

11. K. to R's sq.

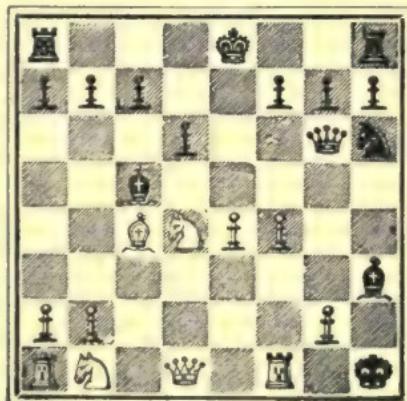
11. Kt. to R's 3rd.

12. P. to K. R's 3rd.

12. B. takes P.

Mr. Morphy's blindfold games are singularly free from errors, but here he makes a slip of which Mr. Kipping takes prompt and accurate advantage. We give a diagram, shewing the position:—

BLACK.



WHITE.

13. P. takes B.

14. Q. to B's 3rd.

The result would have been the same if either the Knight or the Rook had been interposed; indeed the regaining of the piece was unavoidable.

15. R. to K's sq. (ch.)

16. Kt. to R's 3rd.

17. B. to Kt's 5th (ch.)

A very ingenious attempt to recover the game, though it was unsuccessful.

18. P. takes B.

13. Q. takes P. (ch.)

14. Q. takes Kt.

15. K. to Q's 2nd.

16. B. takes Kt.

17. P. to Q. B's 3rd.

18. K. R. to K's sq.

It will be seen that if Black had taken the Bishop, the loss of the Queen must follow on White's playing 19. Q. takes P. (ch.), 20. Q. to K's 7th (ch.), and then Q. R. to B's sq. (ch.), &c.

19. Q. R. to B's sq.

19. P. to Q's 4th.

20. Q. to Q. Kt's 3rd.

20. K. to B's 2nd.

Here also, if the Bishop had been taken, White would have won easily by taking Q. B's P. (ch.)

21. B. to Q's 3rd.

21. R. to K's 6th.

22. R. takes R.

22. Q. takes R.

23. R. to Q. Kt's sq.

23. Q. takes P. (ch.)

24. K. to Kt's sq.

24. P. to Q. Kt's 3rd.

25. R. to K's sq.

25. Q. to Kt's 6th (ch.)

26. K. to B's sq.

26. Q. takes P. (ch.)

27. K. to Kt's 2nd.

27. Q. to Kt's 4th (ch.)

28. K. to B's sq.

28. Kt. to Kt's 5th.

29. R. to K's 2nd.

29. Kt. to K's 6th (ch.)

And White resigned.

BOARD No. 5.—KING'S GAMBIT REFUSED.

Mr. Morphy and Mr. Rhodes.

WHITE. (Mr. M.)

1. P. to K's 4th.

2. P. to K. B's 4th.

3. Kt. to K. B's 3rd.

BLACK. (Mr. R.)

1. P. to K's 4th.

2. B. to B's 4th.

3. Kt. to Q. B's 3rd.

4. P. takes P.

We consider B. to Q. Kt's 5th also to be a good move at this juncture.

4. P. to Q's 4th.

The sacrifice of the Knight here is not advisable, as the variation we append will prove—

- 5. Kt. takes Kt.
- 6. P. to Kt's 3rd.
- 7. Q. to K's 2nd.
- 8. P. to Q's 4th.

- 4. Kt. takes P.
- 5. Q. to R's 5th (ch.)
- 6. Q. takes K's P. (ch.)
- 7. Q. takes R.

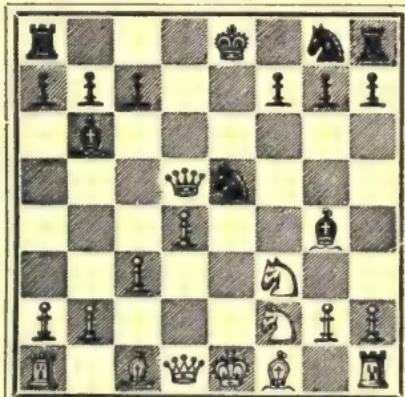
Kt. to Kt's 6th (dis. ch.), though seemingly a good move, is not so, for after taking the Rook, White cannot easily liberate the Knight.

- 9. Kt. to K. B's 3rd.
- 10. B. to K's 3rd.
- 11. Q. Kt. to Q's 2nd.

- 8. B. to K's 2nd.
- 9. P. to Q's 3rd.
- 10. B. to Kt's 5th.

And we prefer the position of the first player.

BLACK.



WHITE.

- | | |
|-----------------------------|-----------------------------|
| 5. P. takes P. | 5. Q. takes P. |
| 6. Kt. to B's 3rd. | 6. Q. to Q's sq. |
| 7. Kt. to K's 4th. | 7. B. to Kt's 3rd. |
| 8. P. to Q. B's 3rd. | 8. B. to Kt's 5th. |
| 9. P. to Q's 4th. | 9. Q. to Q's 4th. |
| 10. Kt. to B's 2nd. | 10. Kt. takes K's P. |
| 11. Q. to K's 2nd. | |

From the diagram above it will be noticed that if White had taken the

Knight with Pawn, Black would have answered with B. takes Kt. (ch.), &c., and obtained at least a safe, even game.

11. B. takes Kt.
12. P. takes B. 12. Q. takes B's P.

When Mr. Rhodes sacrificed the piece, he no doubt thought that after moving his King to Bishop's sq., he should be enabled to bring his Q. R. to K's sq. with great effect, or he would scarcely have dared to give up so much to so formidable an opponent.

- | | |
|-------------------------|-----------------------|
| 13. Q. takes Kt (ch.) | 13. K. to B's sq. |
| 14. B. to K's 2nd. | 14. Q. to Q. B's 3rd. |
| 15. R. to K. Kt's sq. | 15. P. to B's 3rd. |
| 16. Q. to Kt's 3rd. | 16. P. to Kt's 3rd. |
| 17. B. to K's 3rd. | 17. R. to K's sq. |
| 18. K. to Q's 2nd. | 18. Kt. to K's 2nd. |
| 19. B. to Q's 3rd. | 19. Q. to Q's 2nd. |
| 20. Kt. to Kt's 4th. | 20. Kt. to Q's 4th. |
| 21. Q. R. to K's sq. | 21. Kt. takes B. |
| 22. R. takes Kt. | 22. Q. to B's 2nd. |
| 23. Kt. takes P. | 23. R. takes R. |
| 24. Q. takes R. | 24. Q. takes P. |
| 25. Q. to K's 8th (ch.) | 25. K. to Kt's 2nd. |

And White gave mate in three moves.

BOARD No. 6.—BISHOP'S OPENING.

Mr. Morphy and Dr. Freeman.

WHITE. (Mr. M.)	BLACK. (Dr. F.)
1. P. to K's 4th.	1. P. to K's 4th.
2. B. to B's 4th.	2. B. to B's 4th.
3. P. to Q. Kt's 4th.	3. B. to Kt's 3rd.
4. Kt. to K. B's 3rd.	4. P. to Q's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. Kt. takes P.	6. Kt. to K. B's 3rd.
7. Kt. to Q. B's 3rd.	7. Castles.
8. Castles.	8. Kt. takes P.
9. Kt. takes Kt.	9. P. to Q's 4th.
10. B. to K. Kt's 5th.	10. Q. to K's sq.
11. B. takes P.	

From this point to the very end, the game abounds with interesting positions.

- | | |
|--------------------------|--------------------|
| 11. P. to Q. B's 3rd. | 12. Q. to Q's 2nd. |
| 12. R. to K's sq. | 13. P. takes Kt. |
| 13. Kt. to B's 6th (ch.) | 14. Q. to Q's 3rd. |
| 14. Q's B. takes P. | |

If Dr. Freeman had taken the Bishop with Queen, R. to K's 5th in reply would have proved a winning move; and if with the Pawn, the following variation would most likely have occurred :—

- | | |
|--------------------------|-----------------------|
| 15. R. to K's 5th. | 14. P. takes B. |
| 16. Q. to R's 5, or (A.) | 15. P. to K. R's 3rd. |
| 17. Kt. to K. B's 5th. | 16. K. to R's 2nd. |

And wins.

If Black on 16th move play B. to Q's sq., White mates in three moves with R. to Kt's 5th (ch.), &c.

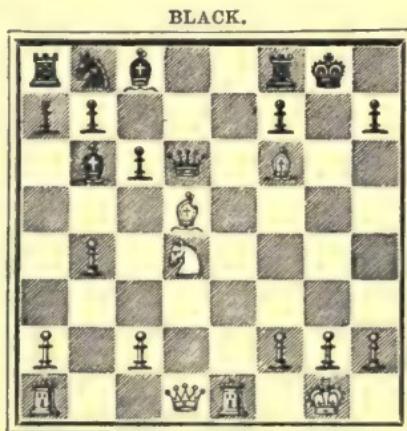
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|--------------------------|------|--------------------|
| 16. R. to Kt's 5th (ch.) | (A.) | 16. K. to R's 2nd. |
| 17. Q. to Q's 3rd (ch.) | | |

And wins.

If—
16. P. takes R.

17. Q. to R's 5th. Wins.

The interest which the beauty of the present position must excite will be increased by a study of the diagram annexed :—



WHITE.

- | | |
|---------------------|-----------------------|
| 15. Kt. to K's 6th. | 15. B. takes Kt. |
| 16. Q. to R's 5th. | 16. B. takes P. (ch.) |
| 17. K. to R's sq. | |

If White had captured the Bishop, Q. to K. B's 5th (ch.), &c., would have effectually relieved Black from his embarrassments.

17. Q. to B's 5th.

18. R. takes B.

Ingenious, and considering the circumstances, wonderfully accurate.

18. Kt. to Q's 2nd.

19. B. to Kt's 2nd.

Threatening mate by R. to Kt's 6th (ch.), &c.

19. B. to Q's 5th.

20. P. to Kt's 3rd.

20. Kt. to B's 3rd.

If the Queen had been played to K. B's 7th, White would have won with ease, by checking with Q. at K. Kt's 4th.

21. P. takes Q.

21. Kt. takes Q.

22. B. takes B.

The whole combination is carried through and completed with mathematical precision; after the pieces are exchanged, White must remain with an advantage quite sufficient to ensure victory.

23. R. to Kt's sq. (ch.)

22. Kt. takes P.

24. Q. R. takes Kt. (ch.)

23. Kt. to Kt's 3rd.

25. R. takes P. (ch.)

24. R's P. takes R.

26. R. to Kt's 7th (ch.)

25. K. to R's 2nd.

27. B. to K's 4th.

26. K. to R's 3rd.

28. B. to Q's 3rd.

27. P. to K. B's 4th.

29. R. to Kt's 3rd.

28. P. to Kt's 3rd.

30. B. to K's 5th.

29. R. to B's 2nd.

31. B. to B's 4th (ch.)

30. R. to K's sq.

32. R. to Kt's 5th.

31. K. to R's 2nd.

33. K. to Kt's 2nd.

32. R. to K's 8th (ch.)

34. B. takes P. (ch.)

33. R. to K's Kt's 2nd.

35. P. to K. R's 4th.

34. K. to R's sq.

36. B. takes R.

35. R. takes R. (ch.)

37. K. to B's 3rd.

36. R. to K's sq.

And Black resigned.

BOARD No. 7.—IRREGULAR OPENING.

Mr. Morphy and Mr. Carr.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q's 3rd.
4. Kt. to K's 2nd.
5. Castles.

BLACK. (Mr. C.)

1. P. to K. R's 3rd.
2. P. to Q. R's 4th.
3. P. to Q. Kt's 3rd.
4. P. to K's 3rd.
5. B. to R's 3rd.

This series of unusual moves was no doubt adopted with the view of embarrassing the blindfold player, instead of which it only served so to aid the development of his forces as to place victory in his hands in a comparatively short space of time.

6. P. to Q. B's 4th.
7. P. to K's 5th.
8. P. to K. B's 4th.
9. Kt. to Kt's 3rd.
10. Q. to Kt's 4th.
11. Kt. to R's 5th.
12. P. takes Kt's P.

6. Kt. to K. B's 3rd,
7. Kt. to R's 2nd.
8. B. to K's 2nd.
9. P. to Q's 4th.
10. Castles.
11. P. to K. Kt's 4th.
12. R's P. takes P.

Black has indeed placed himself in a deplorable situation by attempting to puzzle his opponent in the opening.

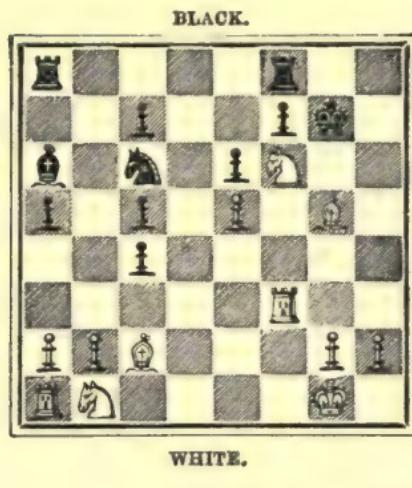
13. B. takes Kt. (ch.)

Kt. to K. B's 6th (ch.) would also have led to a speedy termination.

14. Kt. to B's 6th.
15. B. to B's 2nd.
16. Q. takes Q.
17. Q. takes B.
18. B. takes P.
19. R. to B's 3rd.

13. K. to R's sq.
14. P. takes P.
15. Q. takes P. (ch.)
16. B. to B's 4th.
17. P. takes Q.
18. Kt. to B's 3rd.

Threatening mate in two moves. Annexed is a diagram, showing the position of the forces after Black's 19th move:—



- | | |
|------------------------------|---------------------|
| 26. B. to R's 6th (ch.) | 19. K. to Kt's 2nd. |
| 21. R. to R's 3rd (ch.) | 20. K. takes B. |
| 22. R. to R's 5th (ch.) | 21. K. to Kt's 4th. |
| 23. K. to B's 2nd, and wins. | 22. K. to B's 5th. |

Terminating the game in masterly style, and with an interest for which, from the nature of the opening, we had not looked.

BOARD NO. 8.—SICILIAN OPENING.

Mr. Morphy and Mr. Wills.

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to Q. B's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3 P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	4 P. to K's 3rd.
5. B. to K's 3rd.	

The move that we advocate here is Kt. to Q. Kt's 5th, which at once gives White a superior position, as the following variations prove:—

5. Kt. to Q. Kt's 5th. 5. P. to Q. R's 3rd or (A.)

(If 5. Kt. to K. B's 3rd, then 6. Q. Kt. to Q. B's 3rd, B. to Q. Kt's 5th, and Kt. to Q's 6th (ch.), with a good game.

6. Kt. to Q's 6th (ch.)
7. Q. takes B.

6. B. takes Kt.

And, as was shown in three games played by the Editor against Anderssen, Morphy, and Staunton, White's game is to be preferred.

(A.)

6. B. to K. B's 4th.
7. B. to K's 3rd.

5. P. to Q's 3rd.
6. P. to K's 4th.

And Black's Queen's Pawn, being unsupported, is weak, and his game inferior.

6. B. to Q's 3rd.

5. Kt. to B's 3rd.
6. P. to K's 4th.

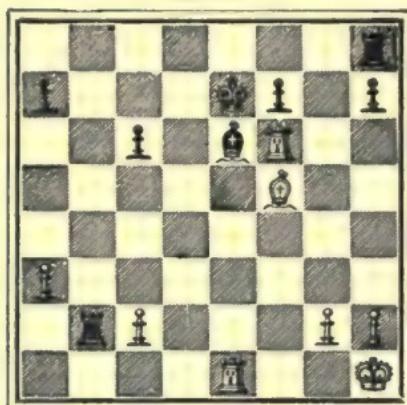
Never a good move when, as in the present instance, it leaves the Queen's Pawn in the rear unsupported, because as the game advances, that Pawn becomes the object of attack, and as a general rule, falls.

7. Kt. takes Kt.
8. Castles.
9. P. to K. B's 4th.
10. B. takes B's P.
11. Kt. to B's 3rd.
12. P. to K's 5th.
13. B. takes P.
14. Q. to B's 3rd.
15. K. to R's sq.
16. Q. to B's 2nd.
17. R. takes Q.
18. K. R. to B's sq.
19. P. to Q. R's 3rd.
20. Kt. to K's 4th.
21. Kt. takes Kt. (ch.)
22. Q. B. takes P.
23. R. takes B.
24. R. to K's sq. (ch.)
25. B. to B's 5th.

7. Kt's P. takes Kt
8. P. to Q's 3rd.
9. P. takes P.
10. B. to K's 2nd.
11. R. to Q. Kt's sq.
12. P. takes P.
13. R. to Kt's 5th.
14. Q. to Kt's 3rd (ch.)
15. B. to K. Kt's 5th.
16. Q. takes Q.
17. B. to Q. B's 4th.
18. B. to K's 2nd.
19. R. to Kt's 2nd.
20. B. to Q's 2nd.
21. P. takes Kt.
22. B. takes B.
23. R. takes P.
24. B. to K's 3rd.
25. K. to K's 2nd.

A very instructive position, as will be found from a study of the diagram appended:—

BLACK.



WHITE.

- | | |
|---------------------------|--------------------------|
| 26. R. to R's 6th. | 26. K. R. to Q. Kt's sq. |
| 27. B. takes B. | 27. R. to Kt's 8th. |
| 28. R. to K. Kt's sq. | 28. P. takes B. |
| 29. R. takes R's P. (ch.) | 29. K. to Q's 3rd. |
| 30. R. takes P. | |

This combination is carried out with a precision that would have done credit to a first-rate player with the board and men before him, and becomes marvellous when we reflect that it was conceived blind-fold, and whilst the player was engaged simultaneously in seven other games. White has now ensured the clear gain of a Pawn.

- | | |
|---------------------------|---------------------------|
| 31. K. takes R. | 30. R. takes R. (ch.) |
| 32. K. to B's 2nd. | 31. R. to Kt's 8th (ch.) |
| 33. P. to K. R's 4th. | 32. R. to Kt's 7th. |
| 34. K. to B's 3rd. | 33. R. takes P. (ch.) |
| 35. P. to R's 5th. | 34. K. to K's 4th. |
| 36. P. to R's 6th. | 35. K. to B's 4th. |
| 37. P. to R's 7th. | 36. R. to Q's 7th. |

And wins.

GAMES PLAYED BLINDFOLD AT THE LONDON CHESS CLUB.

The eight following games were played simultaneously by Mr. Morphy, blindfold, on the 13th of April, 1859. The opponents of the young American on this occasion were Messrs. Mongredien, Slous, G. Walker, Jansen, Greenaway, Medley, Jones, and Maude,—a list including, as is well known, the most talented players of the old London Chess Club. A protracted sitting brought the several contests to a somewhat premature conclusion; for there can be little doubt that if the games had been proceeded with, the final score would have been more favourable to Mr. Morphy than it appeared in the existing circumstances. At the suspension of play Mr. Morphy had won his games with Mr. Jones and Mr. Maude, and the remaining six contests were drawn by mutual agreement.

BOARD No. 1.—SICILIAN OPENING.

Mr. Morphy and Mr. Mongredien.

WHITE. (Mr. Mor.)

1. P. to K's 4th.
2. P. to Q's 4th.

BLACK. (Mr. Mon.)

1. P. to Q. B's 4th.
2. Kt. to Q. B's 3rd.

A bad move, because when the Pawn is pushed to Queen's 5th, Black's Knight is, in a manner, compelled to retreat to his own square, losing valuable time.

3. P. to Q's 5th.

3. Kt. to Kt's sq.

If Kt. to K's 4th, then—

4. P. to K. B's 4th.
5. P. to B's 5th.
6. B. to K. B's 4th.
7. B. takes Kt.
8. Kt. to K. B's 3rd.

4. Kt. to Kt's 3rd.
5. Kt. to K's 4th.
6. P. to Q's 3rd.
7. P. takes B.

With a fine opening.

4. P. to K. B's 4th.

5. Kt. to K. B's 3rd.

4. P. to Q's 3rd.

5. P. to K's 3rd.

- | | |
|--------------------|-------------------|
| 6. P. to B's 4th | 6. B. to K's 2nd. |
| 7. Kt. to B's 3rd. | 7. B. to Q's 2nd. |
| 8. B. to Q's 3rd. | 8. P. to B's 4th. |

Sacrificing a Pawn, and gaining no equivalent in position.

- | | |
|-------------------------|--------------------|
| 9. P. takes K's P. | 9. B. takes P. |
| 10. P. takes P. | 10. B. to Q's 2nd. |
| 11. Kt. to K. Kt's 5th. | |

A good move, not only threatening to post the Knight at King's 6th, but also to check with Queen at Rook's 5th.

- | | |
|---------------------|------------------------|
| | 11. Kt. to K. B's 3rd. |
| 12. Castles. | 12. Kt. to B's 3rd. |
| 13. Kt. to K's 6th. | 13. B. takes Kt. |

Black was compelled to make this disadvantageous move, as White menaced the capture of the Knight's Pawn, checking.

- | | |
|---------------------|------------------------|
| 14. P. takes B. | 14. Kt. to Q's 5th. |
| 15. P. to B's 5th. | 15. P. to K. R's 4th. |
| 16. B. to K's 3rd. | 16. Kt. to B's 3rd. |
| 17. Kt. to Q's 5th. | 17. Kt. to K's 4th. |
| 18. B. to B's 4th. | 18. Kt. to Q. B's 3rd. |

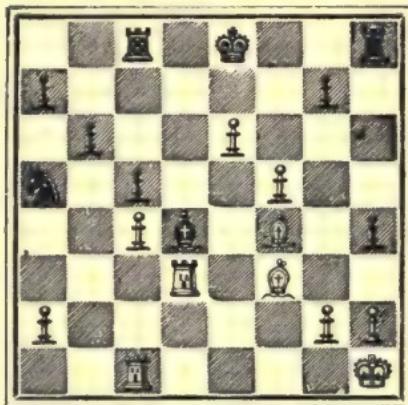
Mr. Mongredien does not conduct this game with his usual ability; these moves with the Knight again lose him all-important time.

- | | |
|-------------------------|-------------------------|
| 19. B. to K's 2nd. | 19. P. to R's 5th. |
| 20. Kt. takes Kt. (ch.) | 20. B. takes Kt. |
| 21. Q. takes P. | 21. Q. takes Q. |
| 22. B. takes Q. | 22. B. takes P. |
| 23. Q. R. to Kt's sq. | 23. B. to Q's 5th (ch.) |
| 24. K. to R's sq. | 24. P. to Q. Kt's 3rd. |
| 25. B. to B's 3rd. | 25. R. to Q. B's sq. |
| 26. K. R. to Q's sq. | 26. R. to R's 3rd. |
| 27. B. to B's 4th. | 27. R. to K. R's sq. |
| 28. R. to Q's 3rd. | 28. Kt. to R's 4th. |
| 29. R. to Q. B's sq. | |

And, owing to the lateness of the hour, at this point Mr. Morphy obligingly consented to draw.

A diagram is given of the position at this point, from a study of which it will be gathered that Mr. Mongredien's chance of winning was but small:—

BLACK.



WHITE.

BOARD No. 2.—PHILIDOR'S DEFENCE.

Mr. Morphy and Mr. Slous.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. Kt. to Q. B's 3rd.
6. B. to Q's 3rd.
7. P. to Q. R's 4th.
8. K. Kt. to K's 2nd.
9. P. to B's 4th.
10. Castles.
11. P. to Q. Kt's 3rd.
12. P. to B's 5th.
13. P. takes P.
14. Kt. to B's 4th.

BLACK. (Mr. S.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.
4. B. to K's 2nd.
5. Kt. to K. B's 3rd.
6. P. to Q. R's 3rd.
7. P. to B's 4th.
8. Kt. to B's 3rd.
9. P. to K. R's 4th.
10. B. to K's 3rd.
11. P. to K. Kt's 3rd.
12. P. takes P.
13. B. to Q's 2nd.

To prevent the advance of the Queen's Pawn, and in order to post one of the Knights eventually at Queen's 5th.

14. Kt. to K's 4th.

A good move.

15. Q. Kt. to Q's 5th.

15. Kt. takes Kt.

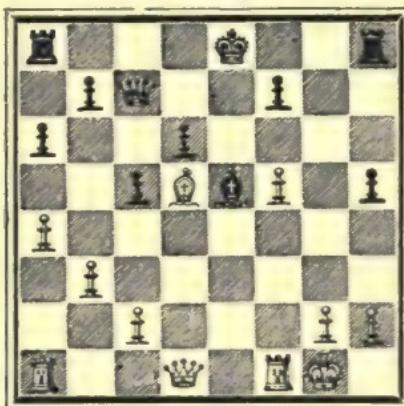
16. Kt. takes Kt. 16. B. to Q. B's 3rd.
 17. B. to K's 4th. 17. B. to B's 3rd

This again is well played.

18. B. to Kt's 2nd. 18. B. takes Kt.
 19. B. takes B. 19. Q. to B's 2nd.
 20. B. takes Kt. 20. B. takes B.

The adverse Bishops being of different colours, the game from its nature promises ultimately to become drawn. A diagram is given of the position :—

BLACK.



WHITE.

- | | |
|------------------------|-------------------------|
| 21. R. to Q. Kt's sq. | 21. Castles (Q. R.) |
| 22. P. to Q. Kt's 4th. | 22. P. takes P. |
| 23. R. to Q. Kt's 3rd. | 23. Q. to B's 4th (ch.) |
| 24. K. to R's sq. | 24. B. to Q. B's 6th. |
| 25. R. to K. B's 3rd. | 25. R. to Q's 2nd. |
| 26. R. to K. B's sq. | 26. R. to K's sq. |
| 27. R. to Q's Kt's sq. | 27. Q. R. to K's 2nd. |
| 28. Q. to Q's 3rd. | 28. R. to K's 4th. |
| 29. B. to B's 3rd. | 29. R. to K's 6th. |
| 30. Q. to Q's 5th. | 30. K. R. to K's 2nd. |

And after a few more moves the game was abandoned, as drawn.

BOARD No. 3.—FRENCH OPENING.

Mr. Morphy and Mr. Walker.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. takes P.
4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.
6. Castles.
7. Kt. to Q. B's 3rd.
8. P. to K. R's 3rd.
9. B. to K's 3rd.
10. Q. to Q's 2nd.
11. B. to K. B's 4th.

BLACK. (Mr. W.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. takes P.
4. B. to Q's 3rd.
5. Kt. to K. B's 3rd.
6. Castles.
7. B. to K. Kt's 5th.
8. B. to K's 3rd.
9. Kt. to B's 3rd.
10. Q. to Q's 2nd.

The best move. An examination of the position will prove that Black meditated the capture of K. R's P., with the sacrifice of the Bishop, which might have caused White some trouble. This step, however, on Mr. Morphy's part, at once frustrates any such design.

12. Q. R. to K's sq.
13. Kt. to K's 5th.

11. K. R. to K's sq.
12. Q. R. to Q's sq.

A fine move, acquiring a good attacking position.

13. Q. to B's sq.

Taking the Knight with either Bishop or Knight would have been exactly what his adversary desired.

14. B. to Q. Kt's 5th.

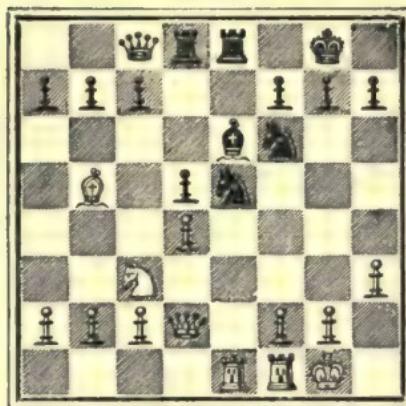
All this is admirably played, and considering that White is playing blindfold against such an able opponent, is quite marvellous.

15. B. takes B.

14. B. takes Kt.
15. Kt. takes B.

Selecting the proper course of play, for B. to Q's 2nd would have cramped his game still further; and if R. to Q's 3rd, then P. to K. B's 4th would have given White an excellent game. We give a diagram to show the position of the pieces at this moment:—

BLACK.



WHITE.

- | | |
|------------------------|-----------------------|
| 16. P. takes Kt. | 16. Kt. to K's 5th. |
| 17. Kt. takes Kt. | 17. P. takes Kt. |
| 18. Q. to B's 4th. | 18. P. to Q. B's 3rd. |
| 19. B. to K's 2nd. | 19. B. to B's 4th. |
| 20. B. to B's 4th. | 20. R. to K's 2nd. |
| 21. P. to K. Kt's 4th. | 21. B. to Kt's 3rd. |
| 22. P. to K. R's 4th. | 22. P. to K. R's 3rd. |
| 23. P. to R's 5th. | 23. B. to R's 2nd. |
| 24. P. to Kt's 5th. | 24. P. takes P. |
| 25. Q. takes Kt's P. | 25. Q. to B's 4th. |
| 26. Q. takes R. | |

And Black gives perpetual check.

BOARD NO. 4.—GAMBIT DECLINED.

Mr. Morphy and Mr. Jansen.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.

BLACK. (Mr. J.)

1. P. to K's 4th.
2. P. to Q. B's 3rd.

A mode of evading the gambit which is irregular and not to be commended. It was adopted perhaps in the vain expectation of confusing the blindfold player.

- | | |
|-----------------------|------------------------|
| 3. Kt. to Q. B's 3rd. | 3. P. to Q's 3rd. |
| 4. Kt. to B's 3rd. | 4. B. to K's 2nd. |
| 5. B. to B's 4th. | 5. P. takes P. |
| 6. P. to Q's 4th. | 6. Kt. to B's 3rd. |
| 7. B. takes P. | 7. Castles. |
| 8. Castles. | 8. B. to Kt's 5th. |
| 9. B. to Q's 3rd. | 9. Q. Kt. to Q's 2nd |
| 10. Q. to Q's 2nd. | 10. B. to R's 4th. |
| 11. Q. R. to K's sq. | 11. B. to Kt's 3rd. |
| 12. P. to K's 5th. | 12. P. takes P. |
| 13. P. takes P. | 13. Kt. to K's sq. |
| 14. Kt. to K's 4th. | 14. Kt. to B's 4th. |
| 15. Kt. takes Kt. | 15. B. takes Kt. (ch.) |
| 16. K. to R's sq. | 16. Kt. to B's 2nd. |
| 17. Kt. to Kt's 5th. | 17. Q. to K's sq. |
| 18. P. to K's 6th. | 18. Kt. takes P. |
| 19. B. takes B. | 19. R's P. takes B. |
| 20. Q. to B's 3rd. | 20. B. to K's 2nd. |

Best; for the Knight was in danger of being captured by the Rook, after which White could have brought over the Q. to K. R's 3rd with advantage.

- | | |
|------------------------|--------------------|
| 21. Kt. takes Kt. | 21. P. takes Kt. |
| 22. Q. to Q. Kt's 3rd. | 22. R. to B's 3rd. |
| 23. R. takes P. | 23. R. takes R. |
| 24. Q. takes R. (ch.) | 24. Q. to B's 2nd. |
| 25. Q. takes Q. (ch.) | 25. K. takes Q. |
| 26. P. to K. Kt's 4th. | 26. K. to Kt's sq. |
| 27. R. to K's sq. | 27. K. to B's 2nd. |

And the game was declared drawn.

BOARD No. 5.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Greenaway.

- | WHITE. (Mr. M.) | BLACK. (Mr. G.) |
|-----------------------|-----------------------|
| 1 P. to K's 4th. | 1 P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to B's 4th. | 3. B. to B's 4th. |
| 4. P. to Q. Kt's 4th. | 4. B. takes P. |
| 5. P. to B's 3rd. | 5. P. to R's 4th. |

6. P. to Q's 4th.
 7. Castles.
 8. B. to R's 3rd.

6. P. takes P.
 7. Kt. to B's 3rd.

Mr. Morphy entertains a high opinion of this move, being convinced that it gives the first player a tenacious and powerful attack.

8. P. to Q's 3rd.
 9. P. to K's 5th.

9. P. to Q's 4th.

The "Chess Monthly," in a note to this move, appends the following analysis:—

- "If, firstly—
 10. Q. to Kt's 3rd.
 11. R. to K's sq.

9. P. takes P.
 10. Q. to Q's 2nd.

With a winning attack.

- If, secondly—
 10. K. P. takes P.
 11. R. to K's sq. (ch.)
 12. Kt. takes Q's P.

9. Kt. to K's 5th.
 10. Kt. takes Q's P. or (A).
 11. K. to B's sq.*

With a fine game.

- (A.)
 11. R. to K's sq.
 12. Kt. takes P.

10. P. takes Q's P.
 11. P. to Q's 4th.

With an excellent game."

10. B. to Kt's 5th.
 11. P. takes P.
 12. Q. to Kt's 3rd.
 If—
 13. B. takes B. (ch.)
 14. B. takes Kt.

10. Kt. to K's 5th.
 11. B. to Q's 2nd.
 12. P. to Q. R's 3rd.
 12. Kt. to K's 2nd.
 13. Q. takes B.

And whether the Bishop be captured with King or Queen, White wins a piece. If, too, on the 13th move, K. takes B. the piece is equally gained by 14. B. takes Kt.

13. B. to Q's 3rd.

Far stronger than taking the Pawn with Queen. White thereby would certainly have gained a Pawn, but would have lost his advantageous position, e.g.—

-
- * If—
 12. Q. to R's 4th (ch.)
 13. B. takes Kt.
 14. Q. takes B.

11. Kt. to K's 2nd.
 12. P. to Q. B's 3rd.
 13. Q. takes B.

Winning easily

13. Q. takes P.
14. Q. takes K's Kt.
15. B. to Kt's 2nd.

13. P. takes B.
14. P. to Kt's 5th.
15. B. to K's 3rd.

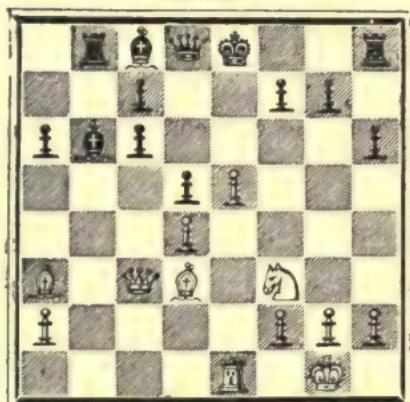
And Black's game is certainly not inferior to White's.

14. R. to Q. B's sq.
15. R. takes Kt.

13. B. to B's sq.
14. B. to Kt's 3rd.

With Mr. Morphy the sacrifice of the exchange seems to be of no moment, provided that the attack can be maintained. As the game progresses the soundness of thus giving up the Rook for Knight will become apparent.

BLACK.



WHITE.

16. Q. to B's 2nd.
17. Q. Kt. to Q's 2nd.
18. Q. takes Kt.
19. R. to K's sq.
20. Q. to B's 3rd.
21. Q. takes P. (ch.)

15. P. takes R.
16. B. to Kt's 2nd.
17. Kt. takes Kt.
18. P. to R's 3rd.
19. B. to B's sq.
20. R. to Q. Kt's sq.

By means of the foregoing diagram, which shows the situation of the pieces before this move on the part of White, it may be proved that Mr. Morphy, in the present instance, missed the road to victory when open to him. Had he played P. to K's 6th he must have won in a few moves, e.g.—

21. P. to K's 6th.
22. R. takes B. (ch.)
23. Kt. to K's 5th.

21. B. takes K's P. (best.)
22. P. takes R.

And no play that Black can adopt will retrieve the game. This move

of 23. Kt. to K's 5th is the only one to win, and was overlooked by White in mentally examining the position. White now threatens to mate by 24. B. to Kt's 6th; if Black play 23. Q. to B's 3rd or Q. to B's sq., he is evidently mated in two moves; and if—

- | | |
|--------------------------|--------------------|
| 24. B. to Kt's 6th (ch.) | 23. P. to B's 4th. |
| 25. Q. to B's 3rd (ch.) | 24. K. to B's sq.* |

Winning the Queen and the game.

- | | |
|----------------------|----------------------|
| 22. Q. to B's 2nd. | 21. Q. to Q's 2nd. |
| 23. Kt. to R's 4th. | 22. Q. to K's 3rd. |
| 24. Q. to B's 3rd. | 23. P. to Kt's 3rd. |
| 25. R. to Q. B's sq. | 24. K. to Q's sq. |
| 26. Kt. to B's 3rd. | 25. R. to K's sq. |
| 27. P. to R's 3rd. | 26. B. to Kt's 2nd. |
| 28. Q. to Q's 2nd. | 27. R. to Q. B's sq. |
| | 28. R. to K. R's sq. |

And the game was considered drawn.

BOARD NO. 6.—SCOTCH GAMBIT.

Mr. Morphy and Mr. Medley.

WHITE. (Mr. Mor.)	BLACK. (Mr. Med.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. B. to Q. B's 4th.	4. B. to B's 4th.
5. Castles.	5. P. to Q's 3rd.
6. P. to Q. B's 3rd.	6. P. to Q's 6th.
7. P. to Q. Kt's 4th.	7. B. to Kt's 3rd.
8. P. to Q. R's 4th.	8. P. to Q. R's 4th.
9. P. to Kt's 5th.	9. Kt. to K's 4th.
10. Kt. takes Kt.	10. P. takes Kt.
11. Kt. to Q's 2nd.	11. Kt. to B's 3rd.
12. Q. to Kt's 3rd.	12. B. to K's 3rd.

There was no other course open to Black, for if he had Castled or played Q. to K's 2nd, or Q. to Q's 2nd, White could in every case have effectively replied with B. to R's 3rd.

* If—

25. Kt. to B's 6th. (ch.)

24. K. to K's 2nd.

13. B. takes B.
14. B. to R's 3rd.

Played with Mr. Morphy's usual accuracy and judgment; taking the Pawn with Queen checking would have been decidedly inferior play, as Black would have interposed his Queen, and the advanced Queen's Pawn might afterwards have proved embarrassing.

13. P. takes B.
14. Q. to Q's 2nd.

A good move; preparing the way for Castling.

15. Kt. to B's 3rd. 15. Castles (Q. R.)

Black played correctly here; had he taken Pawn with Knight, White would have returned the compliment, and obtained a much better position.

16. Kt. takes P.
17. Q. to B's 4th.

A very good move, for while it brings the Queen into a more attacking position, it at the same time defends White's King's Pawn, and threatens that of his adversary.

18. Q. R. to Q's sq.
19. Kt. to B's 3rd.

17. P. to Q's 7th.
18. Q. to R's 4th.

Such accuracy as this move displays whilst playing blindfold, is truly marvellous; many fine players would here, we believe, have moved Kt. to Q. B's 6th, which appears threatening, and, if the Knight were captured, would prove potent enough; but Morphy no doubt foresaw Black's reply of Kt. to Kt's 5th, which would quite have turned the tables.

19. Q. to Kt's 5th.

Black played all this very carefully and well.

20. Kt. takes P.
21. P. to K's 5th.
22. P. to Kt's 3rd.

20. Kt. to R's 4th.
21. Kt. to B's 5th.
22. R. takes Kt.

This seems the correct move, on a cursory examination of the position, but Mr. Medley has pointed out to us that he ought rather to have played B. takes P. (ch.), and we quite concur with him in the opinion. Suppose—

- | | |
|---------------------------|-------------------------|
| 23. K. to R's sq. (best). | 22. B. takes P. (ch.) |
| 24. R. to K. Kt's sq. | 23. B. takes P. |
| 25. R. takes R. | 24. R. takes Kt. |
| 26. K. R. to Kt's 2nd. | 25. Q. to B's 6th (ch.) |
| | 26. B. to K's 8th |

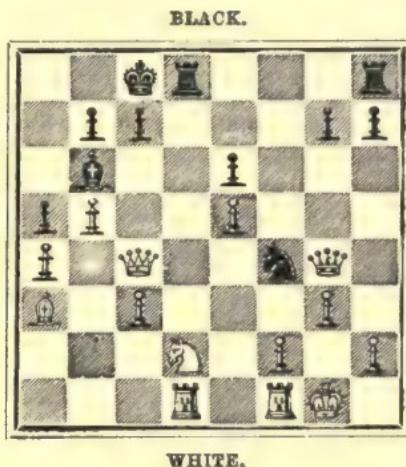
With a fine game.

Black could not have played Kt. to K's 7th on his 22nd move, e.g.—

- | | |
|------------------------|--------------------------|
| 23. K. to Kt's 2nd. | 22. Kt. to K's 7th (ch.) |
| 24. Kt. takes Q. | 23. Q. takes Q. |
| 25. Kt. takes B. (ch.) | 24. Kt. takes B's P. |
| 26. R. to Q. B's sq. | 25. P. takes B. |

Winning the Knight.

A diagram is given of the position, previous to this 22nd move of Black:—



WHITE.

23. Q. takes Kt.

Best, for if the Rook had been taken, White would have lost his Queen on the move.

- | | |
|---------------------|-----------------------|
| 23. Q. takes Kt. | 23. Q. takes Q. |
| 24. P. takes Q. | 24. B. takes P. (ch.) |
| 25. K. to Kt's 2nd. | 25. R. takes R. |
| 26. R. takes R. | 26. B. to R's 5th. |
| 27. K. to R's 3rd. | 27. B. to Q's sq. |

And the game was abandoned as a draw.

BOARD No. 7.—KING'S KNIGHT'S GAMBIT.

Mr. Morphy and Mr. Jones.

- | | |
|-----------------------|-----------------------|
| WHITE. (Mr. M.) | BLACK. (Mr. J.) |
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. P. to K. B's 4th. | 2. P. takes P. |
| 3. Kt. to K. B's 3rd. | 3. P. to K. Kt's 4th. |

- | | |
|----------------------------|----------------------|
| 4. B. to B's 4th. | 4. P. to Kt's 5th. |
| 5. P. to Q's 4th. | 5. Q. to K's 2nd. |
| 6. Castles. | 6. P. takes Kt. |
| 7. Kt. to B's 3rd. | 7. P. to Q. B's 3rd. |
| 8. Q. takes P. | 8. B. to Kt's 2nd. |
| 9. B. takes P. | 9. B. takes P. (ch.) |
| 10. K. to R's sq. | 10. B. to Kt's 2nd. |
| 11. P. to K's 5th. | 11. B. to R's 3rd. |
| 12. Kt. to K's 4th. | |

The attack is now overwhelming.

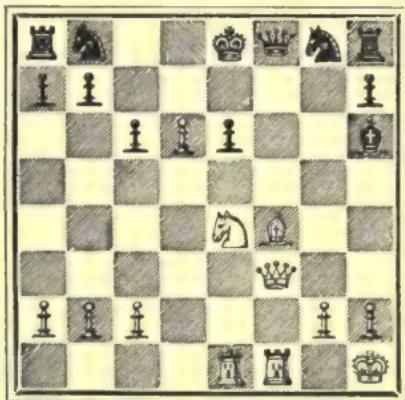
- | | |
|--|--------------------|
| | 12. P. to Q's 4th. |
| 13. P. takes P. (<i>en passant</i> .) | 13. Q. to B's sq. |
| 14. Q. R. to K's sq. | 14. B. to K's 3rd. |
| 15. B. takes B. | |

It evidently makes very little difference to Mr. Morphy whether he plays with the board and men before him or without them. He almost invariably adopts the best move, no matter how difficult, various, or tempting may be the lines of play open to him.

- | | |
|--------------------------------|---------------------------|
| | 15. P. takes B. |
| 16. Q. to R's 5th (ch.) | 16. K. to Q's 2nd. |

The interposition of the Queen would have been fatal, since White in reply would have moved P. to Q's 7th (ch.), &c. We give a diagram showing the situation of the pieces previously to White's checking on his 16th move: —

BLACK.



WHITE.

- | | |
|---------------------------------|--------------------------|
| 17. Kt. to B's 5th (ch.) | 17. K. to B's sq. |
|---------------------------------|--------------------------|

- | | |
|---------------------|------------------------|
| 18. B. takes B. | 18. Kt. to B's 3rd. |
| 19. Q. to K's 5th. | 19. Q. Kt. to Q's 2nd. |
| 20. Kt. takes Kt. | 20. Q. takes B. |
| 21. R. takes Kt. | 21. Q. to R's 5th. |
| 22. Kt. to B's 5th. | |

And wins.

BOARD NO. 8.—TWO KNIGHTS' GAME.

Mr. Morphy and Mr. Maude.

- | WHITE. (Mr. Mor.) | BLACK. (Mr. Maude.) |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. B. to B's 4th. | 2. Kt. to K. B's 3rd. |
| 3. Kt. to K. B's 3rd. | 3. Kt. to B's 3rd. |
| 4. Kt. to Kt's 5th. | 4. P. to Q's 4th. |
| 5. P. takes P. | 5. Kt. to Q. R's 4th. |
| 6. P. to Q's 3rd. | |

The German "Handbuch" recommends this move.

- | | |
|------------------------|-------------------------|
| 7. Q. to K's 2nd. | 6. P. to K's 5th. |
| 8. Kt. takes K's P. | 7. Q. to K's 2nd. |
| 9. P. takes Kt. | 8. Kt. takes Kt. |
| 10. Kt. to Q's 2nd. | 9. Q. to Kt's 5th (ch.) |
| 11. Q. takes Kt. | 10. Kt. takes B. |
| 12. Castles. | 11. Q. to Kt's 3rd. |
| 13. P. to Q. R's 4th. | 12. B. to Q's 2nd. |
| 14. Kt. to B's 3rd. | 13. P. to Q. B's 3rd. |
| 15. B. to K's 3rd. | 14. B. to Q's 3rd. |
| 16. Q. to Q's 4th. | 15. Q. to B's 2nd. |
| 17. P. to B's 4th. | 16. P. to B's 3rd. |
| 18. Q. to Q's 3rd. | 17. P. to Q. B's 4th. |
| 19. Kt. to Q's 2nd. | 18. B. to K. Kt's 5th. |
| 20. K. to R's sq. | 19. B. takes P. (ch.) |
| 21. P. to K. Kt's 3rd. | 20. B. to B's 5th. |
| 22. Q. takes B. | 21. B. takes B. |
| 23. P. to K. B's 4th. | 22. K. to Q's 2nd. |

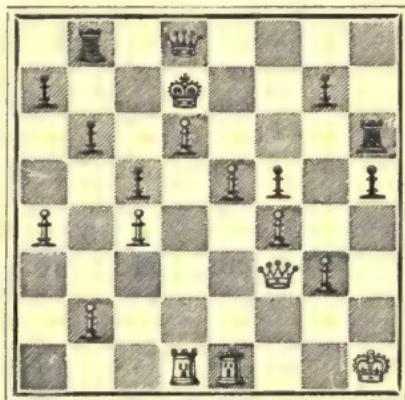
Q. R. to K's sq. is the correct move.

- | | |
|--------------------|--------------------|
| 24. P. to K's 5th. | 24. P. to B's 4th. |
|--------------------|--------------------|

- | | |
|-------------------------|-----------------------|
| 25. Kt. to B's 3rd. | 25. B. takes Kt. |
| 26. Q. takes B. | 26. P. to K. R's 4th. |
| 27. Q. R. to Q's sq. | 27. Q. to Q's sq. |
| 28. P. to Q's 6th. | 28. R. to Q. Kt's sq. |
| 29. K. R. to K's sq. | 29. R. to R's 3rd. |
| 30. P. to K's 6th (ch.) | |

The winning move, and one which forms a very neat and skilful termination to the game. The position of the forces before this move of Mr. Morphy's is shown in the accompanying diagram :—

BLACK.



WHITE.

- | | |
|-------------------------|---------------------|
| 31. R. takes R. | 30. R. takes P. |
| 32. Q. to Q's 5th (ch.) | 31. K. takes R. |
| 33. R. to K's sq. | 32. K. to B's 3rd. |
| 34. R. to K's 7th. | 33. P. to Kt's 3rd. |

And wins.

**BLINDFOLD PLAY AT THE ST. GEORGE'S CHESS CLUB,
LONDON.**

Our next series of Games were played at the St. George's Club, on Wednesday the 20th of April, 1859, between the hours of two and half-past six p.m., after which *séance* a banquet took place in honour of Mr. Morphy. The American champion was on this, as on former occasions, opposed by eight skilful players:—Lord Cremorne, Captain Kennedy, Mr. H. G. Catley, Lord Arthur Hay, Mr. Worrall, Mr. Cunningham, Mr. Thrupp, and Mr. Barnes.

Mr. Morphy scored 5 games, and 3 were drawn, as the banquet prevented their termination in any other way.

BOARD No. 1.—KING'S GAMBIT DECLINED.

Mr. Morphy and Lord Cremorne.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to Q. Kt's 4th.

A move first adopted by the Editor in his match with Mr. Harrwitz, and one leading to most interesting positions.

BLACK. (Lord C.)

1. P. to K's 4th.
2. B. to B's 4th.
3. Kt. to Q. B's 3rd.

4. B. takes P.
5. P. to B's 3rd.
6. B. to B's 4th.
7. P. to Q's 4th.
8. P. takes P.
9. B. to Kt's 2nd.
10. P. to B's 5th.
5. B. to R's 4th.
6. B. to Kt's 3rd.
7. P. takes Q's P.
8. P. to Q's 3rd.
9. P. to B's 3rd.

A very good move, so hampering Black's game as to render the development of his pieces a matter of much difficulty.

10. Q. to K's 2nd.

Had his lordship, with the intention of breaking up the Pawns, played P. to Kt's 3rd, White, by replying with P. to Kt's 4th, would have maintained his position; neither would Kt. to R's 3rd have availed more for the second player.

11. Castles.

12. Kt. to B's 3rd.

Preparing to play the Kt. to Q's 5th, in order to cut off the adverse King's Bishop, which commands an important diagonal.

13. R. to K's sq.

14. Kt. to Q's 5th.

15. Kt. takes B. (ch.)

16. Q. to R's 4th.

12. Castles.

13. Q. to K's sq.

14. P. to Kt's 3rd.

15. R's P. takes Kt.

16. Kt. to R's 4th.

Kt. to Kt's sq. would perhaps have been better.

17. Q. to R's 3rd.

18. B. to Q's 3rd.

17. P. to B's 3rd.

18. Q. to B's sq.

K. to B's 2nd would have been a bad move, on account of the forcible rejoinder of P. to K's 5th, &c.

19. B. to B's 3rd.

After this there is no hope for Black's game.

20. B. takes Kt.

21. B. takes P. (ch.)

22. Q. R. to Kt's sq. (ch.)

23. Q. to Kt's 3rd.

19. K. to B's 2nd.

20. R. to R's sq.

21. K. takes B.

22. K. to B's 2nd.

As this is all played blindfold, White's exactitude is most astonishing.

24. Q. to Kt's 6th (ch.)

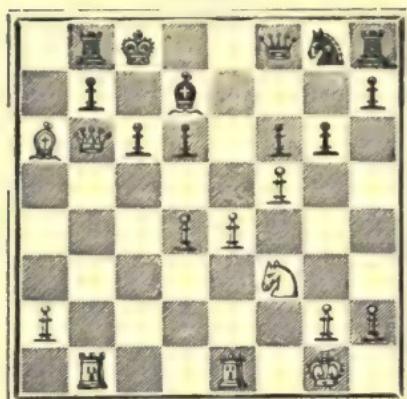
25. B. to R's 6th.

23. R. to Kt's sq.

24. K. to B's sq.

Finely played again. We give a diagram of this interesting position:—

BLACK.



WHITE.

25. Kt. to K's 2nd.

26. P. to K's 5th.

Q. to R's 7th might also have been played with much effect, *e.g.*—

26. Q. to R's 7th.

26. K. to B's 2nd.*

27. B. takes P.

Winning in a few moves.

26. Q's P. takes P.

27. B. takes P. (ch.)

27. R. takes B.

28. Q. takes R. (ch.)

28. K. to Q's sq.

29. P. takes P.

And wins.

* We see nothing better, if—

26. P. to Q's 4th.

27. B. takes P. (ch.)

27. K. to B's 2nd or (A.)

28. B. to B's 8th.

Discovering check and mating in two moves.

(A.)

28. Q. to R's 8th (ch.)

27. R. takes B.

29. R. takes R. (ch.)

28. K. to B's 2nd.

30. Q. to R's 3rd (ch.)

29. K. to Q's 3rd.

And mates next move.

✓ BOARD No. 2.—EVANS'S GAMBIT.

Mr. Morphy and Captain Kennedy.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. P. takes P.
9. P. to Q's 5th.

We cannot commend this move, preferring Kt. to R's 4th.

10. P. to K's 5th.
11. P. to K's 6th.
12. P. takes P.
13. Kt. to B's 3rd.

Kt. to Kt's 5th is not so good as it would seem; the move adopted is infinitely stronger.

13. P. to B's 3rd.

We should have chosen Castling in preference to this move, which leads Black into great difficulties.

14. Kt. to K. Kt's 5th.
15. B. to K. B's 4th.

A very pretty conception.

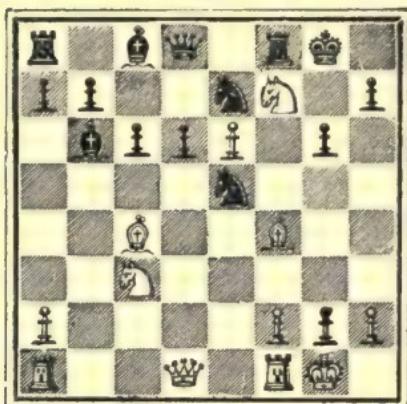
16. Kt. to B's 7th.
15. P. to Kt's 3rd.
16. Castles.

He had no resource save to sacrifice the Queen.

17. B. takes Kt.

All very finely played. The diagram shows the position of the pieces previous to this move:—

BLACK.



WHITE.

- | | | | | |
|-------------------|------------------------|------------------------|--------------------|---------------------------------|
| 17. R. takes Kt. | 18. P. takes R. (ch.) | 19. B. takes P. | 20. Q. to Q's 2nd. | 21. Q. R. to K's sq., and wins. |
| 18. K. to B's sq. | 19. B. to K. Kt's 5th. | 20. P. to K. Kt's 4th. | | |

BOARD No. 3.—RUY LOPEZ KNIGHT'S GAME.

Mr. Morphy and Mr. Catley.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. B. to R's 4th.
5. Castles.

When White plays 5. P. to Q. B's 3rd, Black's correct reply is 5. P. to Q. Kt's 4th, but now that White has Castled on his 5th move, that answer would be bad, e.g.—

6. B. to Kt's 3rd.
7. P. takes P.
8. R to K's sq.

BLACK. (Mr. C.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to Q. R's 3rd.
4. Kt. to B's 3rd.
5. B. to K's 2nd.

5. P. to Q. Kt's 4th.
6. P. to Q's 4th.
7. Kt. takes P.
8. B. to K. Kt's 5th.*

* If—

9 P. to Q's 4th, &c.

8. P. to B's 3rd.

9. P. to K. R's 3rd.
10. Q. takes B.

With a won game.

6. Kt. to B's 3rd.

This prevents the adverse Pawn from being advanced to Queen's 4th and is White's proper move.

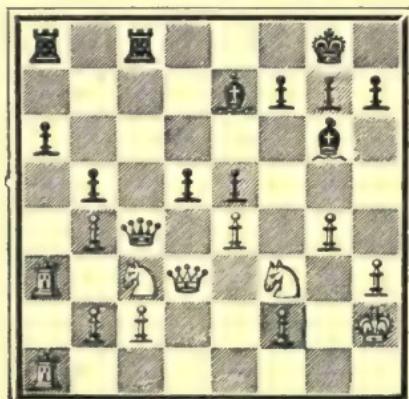
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|--------------------|-----------------------|
| 7. P. to Q's 4th. | 6. P. to Q's 3rd. |
| 8. B. to Kt's 3rd. | 7. P. to Q. Kt's 4th. |
| 9. P. to Q's 5th. | 8. B. to Kt's 5th. |
| 10. B. to K's 3rd. | 9. Kt. to Q's 5th. |
| | 10. Kt. takes B. |

We should rather have taken Knight with Knight.

- | | |
|-------------------------|-------------------------|
| 11. R's P. takes Kt. | 11. Castles. |
| 12. P. to R's 3rd. | 12. B. to R's 4th. |
| 13. P. to Q. Kt's 4th. | 13. Q. to Q's 2nd. |
| 14. K. to R's 2nd. | 14. P. to B's 3rd. |
| 15. P. takes P. | 15. Q. takes P. |
| 16. B. to Kt's 5th. | 16. K. R. to K's sq. |
| 17. B. takes Kt. | 17. B. takes B. |
| 18. P. to K. Kt's 4th. | 18. B. to Kt's 3rd. |
| 19. Q. to Q's 3rd. | 19. B. to K's 2nd. |
| 20. K. R. to Q's sq. | 20. K. R. to Q. B's sq. |
| 21. R. to R's 3rd. | 21. Q. to B's 5th. |
| 22. K. R. to Q. R's sq. | 22. P. to Q's 4th. |

Great care and accuracy on both sides are required at this stage of the game. We represent the position after Black's 22nd move:—

BLACK.



WHITE.

- | | |
|-----------------------|-----------------------|
| 23. Kt. takes Q's P. | 23. B. takes Kt's P. |
| 24. Q. takes Q. | 24. R. takes Q. |
| 25. R. takes P. | 25. R. takes R. |
| 26. R. takes R. | 26. P. to R's 3rd. |
| 27. P. to Q. B's 3rd. | 27. B. to Q. B's 4th. |
| 28. Kt. takes P. | 28. R. takes K's P. |
| 29. Kt. to Q's 7th. | 29. R. to Q. R's 5th. |

An error; but the game was previously lost, White having a Pawn ahead and a better position.

- | | |
|------------------|-----------------|
| 30. Kt. takes B. | 30. R. takes R. |
| 31. Kt. takes R. | |

And wins.

BOARD No. 4.—KING'S GAMBIT DECLINED.

Mr. Morphy and Lord Arthur Hay.

WHITE. (Mr. M.)	BLACK. (Lord A. H.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. takes Q's P.	3. P. to K's 5th.
4. Kt. to Q. B's 3rd.	4. P. to K. B's 4th.
5. B. to B's 4th.	5. Kt. to K. B's 3rd.
6. K. Kt. to K's 2nd.	6. B. to Q's 3rd.
7. P. to Q's 4th.	7. Castles.
8. B. to K's 3rd.	8. K. to R's sq.
9. Castles.	9. P. to B's 3rd.
10. P. takes P.	10. Kt. takes P.
11. P. to Q. R's 3rd.	11. P. to Q. R's 3rd.
12. Q. to Q's 2nd.	12. Kt. to K's 2nd.
13. B. to R's 2nd.	13. P. to Q. Kt's 4th.
14. Kt. to Q's sq.	14. Kt. to Kt's 3rd.
15. P. to Q. Kt's 3rd.	15. P. to Q. R's 4th.
16. P. to B's 4th.	16. P. takes P.
17. P. takes P.	17. B. takes R's P.
18. P. to Q's 5th.	18. Q. to Q's 3rd.
19. Kt. to Q's 4th.	19. B. to B's 4th.
20. Kt. to Kt's 5th.	20. Q. to Kt's 3rd.
21. B. takes B.	21. Q. takes B. (ch.)
22. Q. to Q's 4th.	22. Q. takes Q. (ch.)

23. Kt. takes Q.

23. R. to Q's sq.

Played, probably, with the view of preventing the advance of either the Q's P. or the Q. B's P.

24. Kt. to K's 3rd.

24. Kt. to K's 2nd.

This was a judicious move, as it checked the progress of the Q. B's P. which would have given White an irresistible attack.

25. K. R. to Q's sq.

25. R. to R's 3rd.

26. Q. R. to Kt's sq.

Well played, ensuring the effective advance of the Bishop's Pawn.

27. P. to B's 5th.

26. P. to Kt's 3rd.

28. Kt. takes Kt.

27. Kt. takes P.

29. Kt. to Kt's 5th.

28. Kt. takes Kt.

Gaining the exchange.

29. R. to Q. B's 3rd.

By playing B. to K's 3rd, Black would have escaped with the loss of the exchange, for on White playing Kt. to B's 7th, Black replies with Kt., takes Kt., &c.

30. R. takes Kt.

30. R. takes R.

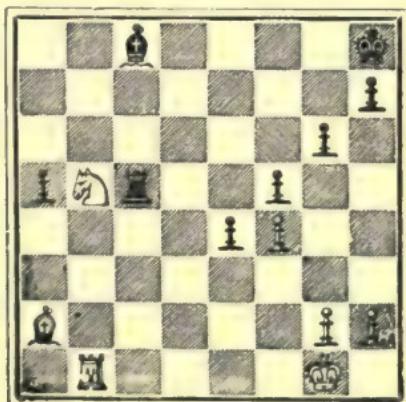
31. B. takes R.

31. R. takes P.

32. B. to R's 2nd.

And Lord Arthur's proposal to draw was accepted, the diagram below showing the closing position.

BLACK.



WHITE.

BOARD No. 5.—KING'S KNIGHT'S OPENING.

Mr. Morphy and Mr. Worrall.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.

Mr. Worrall dislikes a close opening, or a dull Giuoco Piano, and invariably looks for an opportunity of making the game lively and interesting. Hence no doubt this move.

4. P. to Q's 4th.

5. P. takes K's P.

If B's P. takes P., White would have replied with Q. to Q's 5th, and subjected Black to a very embarrassing attack.

6. Q. takes Q. (ch.)

7. B. to Kt's 5th (ch.)

8. Kt. to B's 3rd.

9. Castles (Q. R.) (ch.)

10. K. R. to K's sq.

11. B. takes Kt. (ch.)

12. Kt. to Q. Kt's 5th.

13. Kt. to K. R's 4th.

BLACK. (Mr. W.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to K. B's 4th.

4. P. to Q's 3rd.

5. Q's P. takes P.

6. K. takes Q.

7. Kt. to B's 3rd.

8. B. to Q. Kt's 5th

9. B. to Q's 3rd.

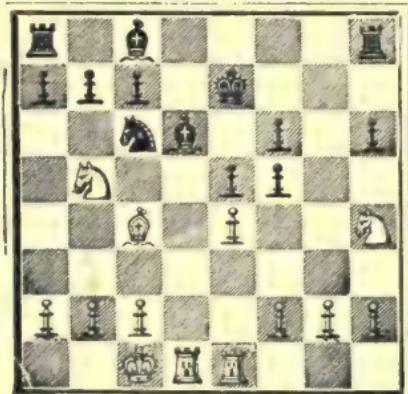
10. P. to K. R's 3rd.

11. P. takes B.

12. K. to K's 2nd.

White's attack, as may be gathered from the diagram, is now quite irresistible.

BLACK.



WHITE.

- | | |
|------------------------|---------------------|
| 14. P. takes P. | 13. R. to Q's sq. |
| 15. R. to K's 3rd. | 14. K. to K's sq. |
| 16. R. to K. Kt's 3rd. | 15. R. to Q's 2nd. |
| 17. B. to K's 6th. | 16. Kt. to K's 2nd. |
| 18. B. takes R. (ch.) | 17. P. to K's 5th. |
| 19. R. takes B. | 18. B. takes B. |
| 20. R. takes P. | 19. B. takes Kt. |

And wins.

BOARD No. 6.—BISHOP'S OPENING.

Mr. Morphy and Mr. Cunningham.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. B. to B's 4th.
3. P. to Q. B's 3rd.
4. Kt. to K. B's 3rd.
5. P. to Q's 4th.
6. P. to K's 5th.

A bad move; Black should have played P. to Q's 4th.

BLACK. (Mr. C.)

1. P. to K's 4th.
2. B. to B's 4th.
3. Kt. to Q. B's 3rd.
4. Kt. to B's 3rd.
5. P. takes P.
6. Q. to K's 2nd.
7. Castles.
8. P. takes P.
9. P. to Q's 5th.
10. Kt. to R's 3rd.
11. B. to K's 3rd.
12. Q. takes Kt.
7. Kt. to K. Kt's sq.
8. B. to Kt's 3rd.
9. Q. to Q. B's 4th.
10. Kt. to Q's 5th.
11. Kt. takes Kt. (ch.)
12. Q. to K. B's sq.

There was no other move; for if the Queen had been played elsewhere, P. to Q's 6th would have rendered Black's game hopeless.

13. B. takes B.
14. Kt. to Kt's 5th.
15. Q. R. to Q. B's sq.
13. R's P. takes B.
14. K. to Q's sq.

From this point to the end of the game Mr. Morphy plays in a very dashing, brilliant style; and here commences a blindfold combination of surprising depth and soundness.

15. P. to Q's 3rd.

16. P. takes P.
17. Q. to K's 3rd
16. K. takes P.
17. K. to R's 3:d.

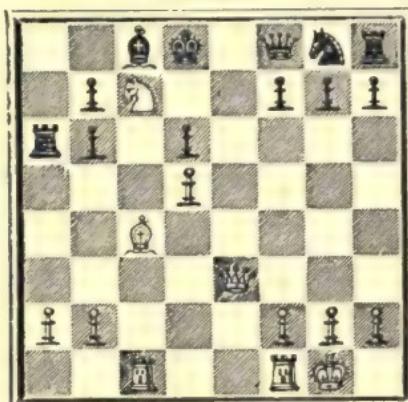
18. Kt. to B's 7th.

18. Q. to K's 2nd.

19. Kt. to K's 6th (ch.)

A capital sequel. The diagram denotes the position after White's 18th move —

BLACK.



WHITE.

20. B. takes R.

19. P. takes Kt.

21. B. to Q. Kt's 5th.

20. B. to Q's 2nd.

22. P. takes P.

21. K. to K's sq.

23. R. to B's 8th (ch.)

22. Kt. to B's 3rd.

And wins.

BOARD No. 7.—KING'S GAMBIT DECLINED.

Mr. Morphy and Mr. Thrupp.

WHITE. (Mr. M.)

1. P. to K's 4th.

2. P. to K. B's 4th.

3. Kt. to K. B's 3rd.

4. B. to B's 4th.

BLACK. (Mr. T.)

1. P. to K's 4th.

2. P. to Q. B's 4th.

3. P. to Q's 3rd.

4. Q. to B's 3rd.

It is rarely, if ever, advisable to play the Queen to this square *early* in the game. Her position is not a good one either for attack or defence, and she is often subjected to a most dangerous attack here.

5. Kt. to B's 3rd.

5. B. to K's 3rd.

Taking Pawn with Queen would clearly have been bad play.

- | | |
|-------------------------|------------------------|
| 6. B. to Kt's 5th (ch.) | 6. Kt. to B's 3rd. |
| 7. P. to B's 5th. | 7. B. to Q's 2nd. |
| 8. Castles. | 8. Q. to Q's sq. |
| 9. P. to Q's 3rd. | 9. B. to K's 2nd. |
| 10. P. to K. Kt's 4th. | 10. P. to K. R's 3rd. |
| 11. B. to K's 3rd. | 11. Kt. to Q's 5th. |
| 12. B. takes B. (ch.) | 12. Q. takes B. |
| 13. Kt. to Q's 5th. | 13. Kt. to K. B's 3rd. |
| 14. Kt. takes Kt. (ch.) | 14. B. takes Kt. |
| 15. P. to B's 3rd. | 15. Kt. to B's 3rd. |
| 16. P. to B's 4th. | 16. P. to K. Kt's 4th. |
| 17. Kt. to Q's 2nd. | 17. P. to Kt's 3rd. |
| 18. Kt. to Kt's sq. | 18. Kt. to K's 2nd. |
| 19. Kt. to B's 3rd. | 19. P. to R's 3rd. |
| 20. R. to Q. Kt's sq. | 20. Q. to B's 3rd. |
| 21. P. to Kt's 4th. | 21. K. to Q's 2nd. |
| 22 Kt. to Q's 5th. | 22. Kt. takes Kt. |

Compulsory; otherwise by retreating the Bishop to Kt's 2nd, White would subsequently win a Piece.

- | | |
|-------------------------|--------------------------|
| 23. B's P. takes Kt. | 23. Q. to B's 2nd. |
| 24. P. takes P. | 24. Kt's P. takes P. |
| 25. Q. to R's 4th (ch.) | 25. K. to K's 2nd. |
| 26. R. to Kt's 3rd. | 26. K. R. to Q. Kt's sq. |
| 27. K. R. to Kt's sq. | 27. R. takes R. |
| 28. Q. takes R. | 28. K. to B's sq. |
| 29. Q. to Kt's 7th. | 29. Q. takes Q. |
| 30. R. takes Q. | 30. B. to K's 2nd. |
| 31. K. to B's sq. | |

And the game was declared drawn.

BOARD No. 8.—PETROFF'S DEFENCE.

Mr. Morphy and Mr. Barnes.

- | WHITE. (Mr. M.) | BLACK. (Mr. B.) |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to K. B's 3rd. |
| 3. Kt. takes P. | 3. P. to Q's 3rd. |
| 4. Kt. to K. B's 3rd. | 4. Kt. takes P. |
| 5. P. to Q's 4th. | 5. P. to Q's 4th. |

6. B. to Q's 3rd.

7. Castles.

8. P. to Q. B's 4th.

According to Jaenisch, in his "Analyse Nouvelle," neither player can improve upon the moves adopted, up to this point.

6. B. to Q's 3rd.

7. Castles.

8. Kt. to K. B's 3rd.

In the work just mentioned, P. to Q. B's 4th is recommended at this juncture.

9. B. to Kt's 5th.

10. Q. to Kt's 3rd.

11. B. takes P.

9. B. to K's 3rd.

10. P. takes P.

If the Queen had taken the Knight's Pawn, it is clear that to save her, White must have submitted to the loss of the Bishop, e.g.—

11. Q. takes Kt's P.

12. B. takes Kt.*

13. Q. to Kt's 5th.

11. B. to Q's 4th.

12. P. takes B.

13. P. takes B., &c.

12. Q. takes B.

13. Kt. to B's 3rd.

14. B. to R's 4th.

15. B. to Kt's 3rd.

16. Kt. to K's 5th.

17. Q. takes Q.

18. Kt. takes Kt.

19. K. R. to K's sq.

11. B. takes B.

12. Kt. to B's 3rd.

13. P. to K. R's 3rd.

14. P. to K. Kt's 4th.

15. Q. to Q's 2nd.

16. Q. to K's 3rd.

17. P. takes Q.

18. P. takes Kt.

White has now somewhat the better game, as Black's Pawns are evidently weak.

20. Q. R. to B's sq.

21. P. to Kt's 3rd.

22. Kt. to R's 4th.

23. B. to K's 5th.

24. P. takes B.

25. R. takes P.

26. R. to B's 2nd.

27. Q. R. to K's 2nd.

19. K. R. to K's sq.

20. Q. R. to Kt's sq.

21. R. to K's 2nd.

22. R. to Kt's 5th.

23. B. takes B.

24. Kt. to Q's 4th.

25. R. to Q's 5th.

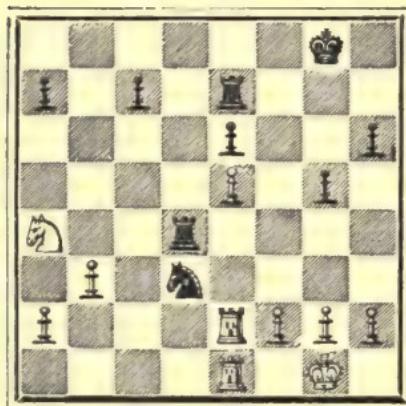
26. Kt. to Kt's 5th.

27. Kt. to Q's 6th.

From this position, which may be examined on the diagram following, the game ought, with correct play, to be drawn:—

* If 12. Q. takes B., 12. B. takes P. (ch.), and wins the Queen.

BLACK.



WHITE.

28. R. to Q's 2nd.
 29. R. takes Kt.
 30. R. to Q. B's sq.
 31. P. to B's 3rd.

28. R. takes Kt.
 29. R. takes P.
 30. R. to B's 2nd.

And the game was declared drawn.

BLINDFOLD GAMES PLAYED IN PARIS.

The following games were played in the latter part of Sept., 1858, at the Café de la Régence, in Paris. Mr. Morphy, in the present instance, contended blindfold, and simultaneously, against MM. Baucher, Bierwith, Bornemann, Guibert, Lequesne, Botier, Préti and Seguin.

The triumph of the American champion was even greater in this blindfold encounter than on other similar occasions. MM. Lequesne and Préti drew their games; all the rest were won by Mr. Morphy.

TABLE No. 1.—PHILIDOR'S DEFENCE.

Mr. Morphy and M. Baucher.

WHITE. (Mr. M.)	BLACK. (M. B.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. Kt. to Q. B's 3rd.
5. B. to Q. Kt's 5th.	5. B. to Q's 2nd.
6. B. takes Kt.	6. B. takes B.
7. B. to Kt's 5th.	7. P. to B's 3rd.
8. B. to R's 4th.	8. Kt. to R's 3rd.

It is a question to which square this Knight should now be played—to R's 3rd, or to K's 2nd. Much may be said in favour of both moves. When played to R's 3rd, the Kt. may subsequently be brought back to B's 2nd, and Castling becomes feasible, whilst if the Kt. be moved to K's 2nd, with the object of posting it at Kt's 3rd, a diagonal is left open which will render Castling a less easy matter. The relative merit, however, of the two moves can only be determined by frequently testing them in actual play.

9. Kt. to B's 3rd.	9. B. to K's 2nd.
10. Castles (K. R.)	10. Castles.
11. Q. to B's 4th (ch.)	11. K. to R's sq.

12. Kt. to Q's 4th.
13. Q. R. to Q's sq.

12. Q. to Q's 2nd.
13. R. to B's 2nd.

Played, it would seem, with the view of occupying the vacated square with the Queen's Rook, though we do not see that Black's position would thereby be much improved.

14. P. to B's 4th.

In recording games played by Mr. Morphy, we have noticed, as well worthy of observation, how invariably he seizes the proper moment for advancing the K. B's P. after Castling. It always seems to give him a decided advantage, as in the present instance, for the K's R. is at once brought to bear on the Black King's entrenchments.

15. P. to B's 5th.

14. P. to R's 4th.
15. K. R. to B's sq.

This advance of the K. B's P. effectually prevented Black from carrying out his intention of bringing Q's R. to K. B's sq., on account of the threatened move of Kt. to K's 6th; and the retreat of the K's R. was no doubt caused by M. Baucher's wish to bring his Knight into play, which he could not now do without leaving his Rook *en prise*.

16. Kt. to K's 6th.

White has now a very fine game.

17. P. to R's 4th.
18. Q. to K's 2nd.

16. R. to K. Kt's sq.
17. Kt. to Kt's 5th.

Mr. Morphy is evidently possessed of the rarest genius for chess. From the commencement of the game he makes such a disposition of his pieces that, after serving his purpose to the utmost, they may be brought at once, and without the least loss of time, to bear on any given point of the adversary's game. The move in the text is a good illustration of our remark; for the Queen, after having for some time maintained a position of importance, is now brought back, and becomes even more powerful than before. This move is the commencement of a very masterly combination.

19. B. to Kt's 3rd.

18. Kt. to K's 4th.
19. Q. to B's sq.

To get rid of the Knight by playing B. to Q's 2nd, and to allow the Q's P. to take Bishop if Black's Knight were captured.

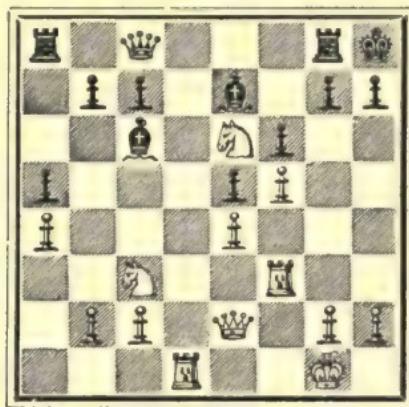
20. B. takes Kt.
21. R. to B's 3rd.

20. Q's P. takes B.

The key move of a beautiful combination, and the more admirable when we remember that it takes place in a game contested simul-

taneously with seven others, against strong players, and all without sight of board or men. The diagram following shows the position of the pieces at this interesting point :—

BLACK.



WHITE.

- | | |
|--------------------|--------------------|
| 22. R. to R's 3rd. | 21. B. to Q's 2nd. |
| | 22. P. to R's 3rd. |

If R. to K's sq., White wins, as follows—

- | | |
|---------------------------|-----------------------|
| 23. Q. to K. R's 5th. | 22. R. to K's sq. |
| 24. Kt. takes Kt's P. | 23. P. to K. R's 3rd. |
| 25. Q. takes R's P. (ch.) | 24. B. to B's sq.* |
| 26. Q. to R's 7th (ch.) | 25. K. to Kt's sq. |

And White mates in two moves.

23. Q. to Q's 2nd.

Played in excellent style.

23. K. to R's 2nd.

In order to avert the threatened mate.

24. Q. takes B.

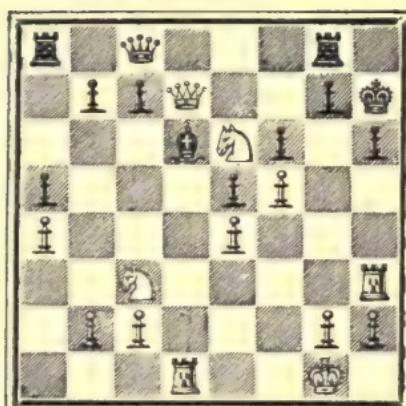
24. B. to Q's 3rd.

25. R. takes P. (ch.)

We again give a diagram of the position, which deserves the student's close examination. Mr. Morphy's play here is a remarkable specimen of brilliancy and correctness :—

* We can see nothing better; if K. to Kt's sq., White would win with R. to K. Kt's 3rd.

BLACK.



WHITE.

25. K. takes R.
 26. R. to Q's 3rd.
 27. Q. to B's 7th (ch.)

And wins.

TABLE No. 2.—IRREGULAR OPENING.

Mr. Morphy and M. Bierwith.

WHITE. (Mr. M.)

1. P. to K's 4th.
 2. P. to Q's 4th.

M. Bierwith probably opened his game thus irregularly (as others of Mr. Morphy's opponents did when they played against him blindfold) in the hope of puzzling his antagonist, but the result is the very reverse of that intended.

3. B. to Q's 3rd.
 4. P. takes P.
 5. Kt. to K. B's 3rd.
 6. Castles.
 7. P. to K. R's 3rd.
 8. B. to K's 3rd.

BLACK. (M. B.)

1. P. to K's 3rd.
 2. P. to Q. B's 3rd.

3. P. to Q's 4th.
 4. K's P. takes P.
 5. B. to K. Kt's 5th.
 6. B. to Q's 3rd.
 7. B. to R's 4th.
 8. Kt. to Q's 2nd.

9. R. to K's sq.
10. Q. Kt. to Q's 2nd.

White, even at this early stage of the game, has all his pieces in full play.

11. Kt. takes B.
10. B. takes Kt.

A proper measure of precaution, as both the Knight and Bishop are thus prevented from occupying the K. Kt's 5th.

12. Q. to Q's 2nd.
13. P. to B's 4th.
14. K's B. takes P.
15. Kt. to K's 5th.
12. Q. to B's 2nd.
13. P. takes P.
14. P. to K. B's 4th.
15. Castles (Q. R.)

The advantage to be gained by taking the Knight was more apparent than real: if Black take with the Bishop, then follows—

16. P. takes B.
17. B. to K's 6th.
18. Q. to Q. B's 3rd.
19. B. to Q. B's 5th.
16. Kt. takes P.
17. R. to Q's sq.
18. Q. to Q's 3rd.

And must win.

And if with Knight—

16. P. takes Kt.
17. B. to Q. B's 5th.
18. Q. to K's 2nd.
19. Q. to K's 6th.
16. B. takes P.
17. R. to Q's sq. (best.)
18. B. to K. B's 3rd (best.)
19. R. to Q's 2nd (best.)

(For if—

20. B. takes Kt.
21. Q. to Kt's 6th (ch.)
22. B. to Q's 6th (ch.)
19. R. to K. B's sq.
20. B. takes B.
21. K. to Q's 2nd.

Winning.)

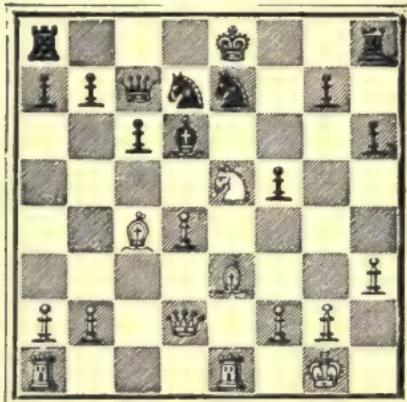
20. Q. R. to Q's sq.
20. R. to Q's 4th.

We perceive no better move; for if 20. K. to Q's sq., then B. takes Kt. (ch.), and if 20. R. to K. B's sq., then B. to Q's 6th, with an excellent game; and, lastly, if R. takes R., then R. retakes, and if R. be then played to K. B's sq., White takes Kt. with B., and wins.

21. B. takes R.
22. B. takes Kt.
23. R. to Q's B.
21. P. takes B.
22. B. takes B.

And wins. We subjoin a diagram of the position, in order that the student may the more readily examine the different variations:—

BLACK.



WHITE.

16. B. to K's 6th.

Kt. to B's 7th was such a natural move at this moment, that almost any other player than Mr. Morphy would have adopted it. He however, though blindfold, seeks for a move still more attacking, and finds the one in the text, which at once gives him an advantage that no opposing skill could wrest from him.

16. B. takes Kt.

17. P. takes B.

17. K. to Kt's sq.

18. Q. to B's 3rd.

Very well played, not only maintaining the Pawn, but enabling him to play Q. to R's 3rd.

19. Q. to R's 3rd.

18. Kt. to Q. Kt's 3rd.

20. Q. R. to B's sq.

19. Q. Kt. to Q. B's sq.

21. P. to B's 4th.

20. P. to K. Kt's 4th.

22. B. takes P.

21. P. takes P.

23. Q. to K's 3rd.

22. R. to Q's 5th.

24. Q. to K. B's 3rd

23. R. to K's 5th.

25. K. to R's 2nd.

24. Q. to Kt's 3rd (ch.)

26. R. takes R.

25. R. takes R.

27. R. to K's 2nd.

26. Q. to Kt's 5th.

28. B. to Q's 2nd.

27. Kt. to K. Kt's 3rd.

29. B. takes Kt.

28. Q. to Kt's 4th.

30. B. takes P.

29. R. takes B.

30. R. to R's sq.

- | | |
|---------------------|-----------------------|
| 31. B. to Kt's 7th. | 31. R. to R's 2nd. |
| 32. B. to B's 6th. | 32. R. to K. B's 2nd. |
| 33. Q. to R's 5th. | 33. Kt. to B's 5th. |
| 34. Q. takes R. | |

And Black surrendered.

TABLE No. 3.—KING'S GAMBIT DECLINED.

Mr. Morphy and M. Bornemann.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to Q. B's 3rd
5. B. to B's 4th.
6. P. takes P.

Black must take the Knight, for if P. takes P., White replies with B. takes P. (ch.), &c.

7. Q. takes B.
8. P. to Q's 3rd.
9. B. to K. Kt's 5th.
10. Kt. to Q's 2nd.
11. Castles (Q. R.)
12. Kt. to B's sq.

This is a good move, for when the Knight is deployed to K's 3rd it may be played either to Q's 5th, or K. B's 5th, with advantage.

12. Castles (Q. R.)

13. Kt. to K's 3rd.

To have taken K. B's P. with B. would have been dangerous.

14. B. to R's 4th.
15. B. to K. Kt's 3rd.
16. Kt. to Q's 5th.

13. P. to R's 3rd.

14. P. to K. Kt's 4th.
15. Q. R. to B's sq.
16. Kt. to K's sq.

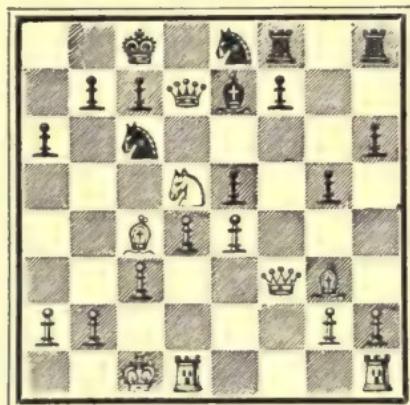
Black could not exchange the Knights without the loss of his King's Pawn.

17. P. to Q's 4th.

Remarkably well played, securing an open file for the Queen's Rock

and opening the diagonal for his Queen's Bishop to attack the adverse King's position. The accompanying diagram shows the situation of the forces after this move on the part of White:—

BLACK.



WHITE.

17. P. takes P.

18. P. takes P.

B. takes Q. B's P., threatening check to King and Queen would also have been a formidable move.

18. B. to Q's sq.

19. K. R. to B's sq.

19. Kt. to Q's 3rd.

20. B. to Kt's 3rd.

20. Kt. to Kt's 4th.

21. Q. to K's 3rd.

21. P. to B's 4th.

This was a very ill-advised step, and compromises Black's game to a terrible extent.

22. P. takes P.

22. R. takes P.

23. Kt. to Kt's 6th (ch.)

Taking due advantage of Black's weak move with the K. B's P.

23. P. takes Kt.

24. B. to K's 6th.

If White had taken the Rook instead, Black would have saved his Queen by R. to K's sq. It is evident that if, on Rook taking Rook, the Queen retake, mate follows in two moves.

24. R. to Q's 4th.

25. R. to B's 7th.

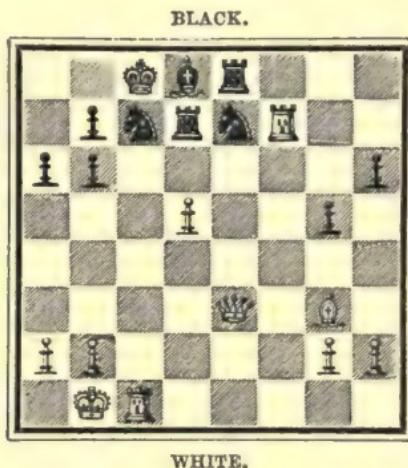
25. Kt. to K's 2nd.

26. K. to Kt's sq.

All this is astonishingly well played, when we consider that White plays blindfold, and has so many other games on hand at the same time.

27. R. to B's sq. (ch.)
 28. B. takes Q. (ch.)
 29. P. to Q's 5th.

The position which the pieces occupied after White's 29th move, forms a good study:—



WHITE.

29. Kt. to B's 3rd.
 30. P. takes Kt.
 31. P. takes R. (ch.)

30. R. takes Q.

And Black resigns.

TABLE No. 4.—IRREGULAR OPENING.

Mr. Morphy and M. Guibert.

- | | |
|-------------------|-------------------|
| WHITE. (Mr. M.) | BLACK. (M. G.) |
| 1. P. to K's 4th. | 1. P. to Q's 4th. |

A move which Mr. Staunton adopted against Mr. Löwenthal at the Birmingham Tournament, but one that we are not disposed to recommend.

2. P. takes P.

2. Q. takes P.

3. Kt. to Q. B's 3rd.

4. P. to Q's 4th.

Black's game is cramped already, and his Q's B. shut in.

5. Kt. to B's 3rd.

6. B. to Q's 3rd.

7. Castles.

8. B. to K's 3rd.

9. Kt. to K's 5th.

3. Q. to Q's sq.

4. P. to K's 3rd.

This enables White at once to throw forward the K. B's P., a move,

as we have before remarked, which Mr. Morphy invariably takes the earliest opportunity of making.

10. P. to B's 4th.

11. Kt. to K's 4th.

12. B. to B's 2nd.

13. P. to B's 3rd.

14. Q. to B's 3rd.

15. Q. R. to K's sq.

16. Q's P. takes B.

9. Kt. to Q's 2nd.

10. Kt. to B's 3rd.

11. Kt. to B's 4th.

12. B. to B's 2nd.

13. Kt. to Q's 4th.

14. Q. to K's 2nd.

15. B. takes Kt.

Better than taking with the Bishop's Pawn, as White can now either play B. to Q. B's 5th, or P. to K. Kt's 4th with great effect, and it is impossible for Black to stop both attacks.

17. B. to B's 5th.

18. Kt. to Q's 6th (ch.)

19. B. takes Kt.

16. P. to K. R's 4th.

17. Q. to Q's sq.

18. Kt. takes Kt.

The Bishop thus posted looks sufficient to render victory certain.

20. Q. to Kt's 3rd.

21. R. to Q's sq.

22. R. to Q's 2nd.

23. Q. to Kt's 4th.

24. B. takes Kt.

19. P. to K. Kt's 3rd

20. Kt. to K's 2nd.

21. B. to Q's 2nd.

22. P. to R's 5th.

23. Kt. to B's 4th.

24. K's P. takes B.

Much better than capturing with Knight's P., as Q. to K. Kt's 7th would have proved an embarrassing reply to that move.

25. Q. to B's 3rd.

26. K. to R's sq.

27. P. to B's 4th.

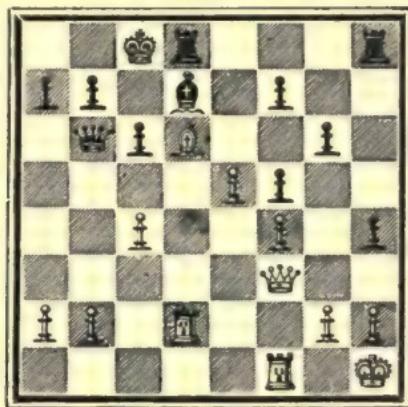
25. Q. to Kt's 3rd (ch.)

26. Castles (Q. R.)

We should have preferred playing P. to K. R's 3rd; for an examination.

tion of the diagram we subjoin, will show that it was only from being permitted to push P. to R's 6th that Black gained the chance of drawing.

BLACK.



WHITE.

- | | |
|------------------------|----------------------|
| 28. P. to K. Kt's 3rd. | 27. P. to R's 6th. |
| 29. Q. to Q. B's 3rd. | 28. B. to K's 3rd. |
| 30. K. R. to Q's sq. | 29. R. to Q's 2nd. |
| 31. K. to Kt's sq. | 30. P. to B's 4th. |
| 32. Q. to R's 3rd. | 31. K. R. to Q's sq. |
| 33. B. takes P. | 32. P. to R's 3rd. |
| 34. B. to Q's 5th. | 33. Q. to B's 3rd. |
| 35. R. to Q's 5th. | 34. P. to B's 3rd. |

A most ingenious conception, and one that would have ensured victory had not White's King been so exposed that he could not exchange the Rooks when he desired it.

- | | |
|--------------------|-------------------------|
| 36. R. takes B. | 35. B. takes R. |
| 37. P. takes R. | 36. R. takes B. |
| 38. Q. to Q's 3rd. | 37. K. to Kt's sq. |
| 39. Q. to Q's 2nd. | 38. R. takes P. |
| 40. P. takes R. | 39. R. takes R. |
| 41. K. to B's sq. | 40. Q. to B's 4th (ch.) |
| 42. K. to B's 2nd. | 41. Q. to B's 5th (ch.) |
| | 42. Q. to B's 4th (ch.) |

And the game was declared drawn.

TABLE No. 5.—SICILIAN OPENING.

Mr. Morphy and M. Préti.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.

This move was first played, we believe, by Mr. Cochrane in a game with Mr. Staunton. See "Chess Players' Chronicle," vol. iv, page 35.

BLACK. (M. P.)

1. P. to Q. B's 4th.

2. P. takes P.

3. Kt. to K. B's 3rd.

According to Jaenisch this is much better than playing B. to Q. B's 4th.

3. P. to K's 4th.

Heydebrandt considers this the best move.

4. B. to Q. B's 4th.

4. B. to Q. Kt's 5th (ch.)

The German "Handbuch" prefers Q. to B's 2nd here, a mode of play first adopted by Mayet in a game with Von der Laza. See Berlin "Schachzeitung," for 1847, page 27.

5. P. to B's 3rd.

5. P. takes P.

6. P. takes P.

6. B. to B's 4th.

7. Kt. takes P.

7. Q. to B's 3rd.

8. B. takes P. (ch.)

8. K. to B's sq.

9. Kt. to Q's 3rd.

9. B. to Kt's 3rd.

Taking the Pawn with Bishop checking would have been bad play, as White, after taking Bishop with Knight, would have immediately Castled and opened a terrible attack upon the exposed King.

10. B. to Kt's 3rd.

10. P. to Q's 3rd.

11. B. to R's 3rd.

11. Kt. to B's 3rd.

To prevent the advance of the King's Pawn.

12. Castles.

12. Kt. to R's 3rd.

13. P. to K's 5th.

A very strong move, and one leading, at once, to most interesting positions. White evidently Castled with the intention of playing thus.

13. Q. to Kt's 3rd.

14. Kt. to B's 4th.

14. Q. to Kt's 5th.

15. Kt. to K's 6th (ch.)

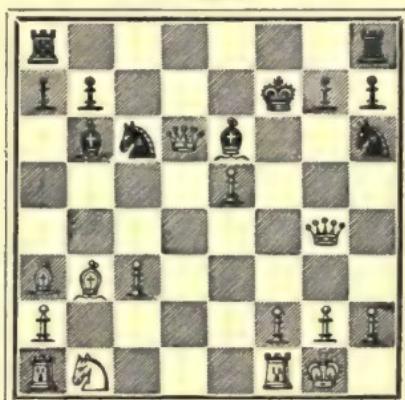
More effectual than capturing the Pawn with Queen, though that also would have been good play.

16. Q. takes P. (ch.)
17. Q. to Q's 7th (ch.)

15. B. takes Kt.
16. K. to B's 2nd.

The correct move to regain the piece and maintain the attack. The diagram shows the position of the forces before White's 17th move:—

BLACK.



WHITE.

16. B. takes B.
19. B. to Q's 5th.

17. K. to Kt's 3rd.
18. Q. to Kt's 4th.

Black would obviously have lost a piece by taking the Pawn with Knight.

A fine move, terminating the game very speedily.

20. B. to K's 4th (ch.)
21. Q. to K's 6th (ch.)
22. B. takes Kt. (ch.)
23. P. to Kt's 4th (ch.)
24. B. takes Kt. (ch.)

19. Kt. takes P.
20. Kt. to B's 4th.
21. Q. to B's 3rd.
22. K. to R's 4th.
23. Kt. takes P.

And Black surrenders.



TABLE No. 6.—PETROFF'S DEFENCE.

Mr. Morphy and M. Potier.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.

If White play 3. Kt. to Q. B's 3rd, Black replies with B. to Q. Kt's 5th, and the game is then usually continued thus—

3. Kt. to Q. B's 3rd.
4. Kt. takes P.
5. Q's P. takes B.
6. Kt. to K. B's 3rd.
7. B. to Q's 3rd.

(For if—

7. P. to Q. B's 4th, &c.

With the better game.)

8. Castles.

8. Castles.

And the situation is a perfectly even one.

4. Kt. to B's 3rd.

3. Kt. takes P.

4. Kt. to K. B's 3rd.

This move leads to an even game, as does also P. to Q's 4th, adopted by Lichtenhein when playing against Morphy, but there is also Kt. takes Kt., from the adoption of which sprung several very interesting variations. Black's game thereby becomes cramped, and must remain so for a considerable time; but, in opposition to several very able authorities, we are of opinion that, if properly conducted, the defence, through the advantage of the Pawn, will most certainly win. We append a variation—

5. Q's P. takes Kt.
6. Kt. to R's 4th or (A.)
7. Q. to R's 5th (ch.)
8. Kt. to Kt's 6th.
9. B. to Q's 3rd.

4. Kt. takes Kt.
5. P. to K. B's 3rd.
6. Q. to K's 2nd.
7. K. to Q's sq.
8. Q. to K's sq.
9. B. to K's 2nd.

Winning a piece.

(A.)

6. Castles.
7. Kt. to R's 4th.

6. Q. to K's 2ud.
7. P. to K. Kt's 3rd.

Followed by P. to Q. B's 3rd with a good game.

5. Kt. takes P.
6. B. to Kt's 3rd.

5. P. to Q's 4th.
6. B. to K's 2nd.

7. P. to Q's 4th.

8. Castles.

9. P. to B's 4th.

Playing his favourite move at an early stage of the game.

7. P. to B's 3rd.

8. Q. Kt. to Q's 2nd.

10. Q. to B's 3rd.

11. P. to B's 5th.

Black's Queen's Bishop is now completely hemmed in, and time must be lost in extricating it.

11. Q. to B's 2nd.

12. B. to K. B's 4th.

12. B. to Q's 3rd.

13. Q. R. to K's sq.

13. K. to B's sq.

14. Q. to Kt's 3rd.

14. P. to R's 5th.

If Black had taken P. with Q's B., White would have checked with Kt. at Kt's 6th, and gained an evident advantage.

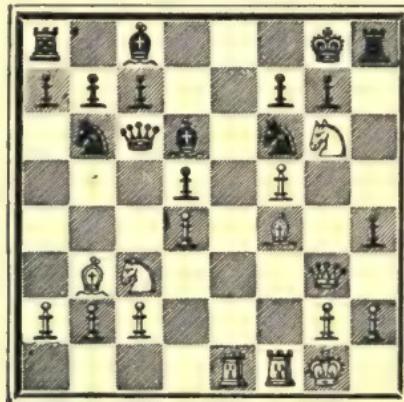
15. Kt. to Kt's 6th (ch.)

Most ably played; at once frustrating all the combinations of his opponent.

15. K. to Kt's sq.

To show clearly the relative positions of the opposing forces, we here annex a diagram of the position:—

BLACK.



WHITE.

16. B. takes B.

17. B. takes Q.

18. B's P. takes P.

16. P. takes Q.

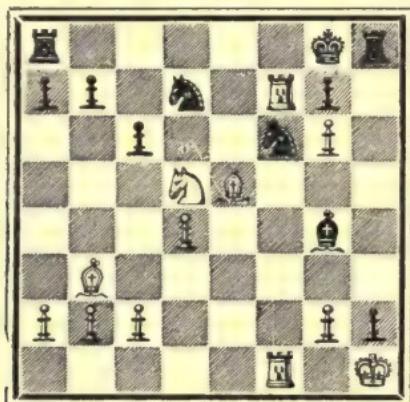
17. P. takes Kt.

18. P. takes P. (ch.)

- | | |
|-------------------------|------------------------|
| 19. K. to R's sq. | 19. B. to Kt's 5th. |
| 20. R. to K's 7th. | 20. Q. Kt. to Q's 2nd. |
| 21. B. to K's 5th. | 21. K. to B's sq. |
| 22. R. to B's 7th (ch.) | 22. K. to Kt's sq. |
| 23. Kt. takes P. | |

One of those beautiful combinations for which Mr. Morphy is so famous, and which occur with equal frequency in his blindfold games as in those which he conducts with board and men before him. We, again, give the position on a diagram :—

BLACK.



WHITE.

- | | |
|------------------------|----------------------|
| 23. P. takes Kt. | 24. Kt. to Kt's 3rd. |
| 24. B. takes P. | |
| 25. B. to Q. Kt's 3rd. | |

And Black resigns.

TABLE No. 7.—IRREGULAR OPENING.

Mr. Morphy and M. Lequesne.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q's 3rd.
4. Kt. to K. R's 3rd.
5. Castles.
6. P. to K's 5th.

BLACK. (Mr. L.)

1. P. to Q. Kt's 3rd.
2. B. to Kt's 2nd.
3. P. to K's 3rd.
4. Kt. to K's 2nd.
5. P. to Q's 4th.
6. K. Kt. to Q. B's 3rd.

- | | |
|----------------------|----------------------|
| 7. P. to Q. B's 3rd. | 7. B. to K's 2nd. |
| 8. P. to K. B's 4th. | 8. P. to Kt's 3rd. |
| 9. P. to K. Kt's 4th | 9. P. to K. R's 4th. |
| 10. P. takes P. | 10. R takes P. |
| 11. Q. to Kt's 4th. | 11. R. to R's 5th. |
| 12. Q. to Kt's 3rd. | 12. K. to Q's 2nd. |

The best mode of bringing the pieces into play.

- | | |
|------------------------|------------------------|
| 13. Kt. to Q's 2nd. | 13. Q. to R's sq. |
| 14. Kt. to Kt's 5th. | 14. Kt. to Q's sq. |
| 15. Q. Kt. to B's 3rd. | 15. B. takes Kt. |
| 16. P. takes B. | 16. R. to R's 6th. |
| 17. Q. to Kt's 2nd. | 17. Q. Kt. to B's 3rd. |
| 18. B. to Q's 2nd. | 18. Kt. to K's 2nd. |
| 19. Q. R. to B's sq. | 19. R. to Q. B's sq. |
| 20. P. to Kt's 4th. | 20. P. to R's 3rd. |
| 21. P. to R's 4th. | 21. Q. to R's 4th. |
| 22. Kt. to K's sq. | 22. Kt. to B's 4th. |
| 23. R. to B's 3rd. | 23. R. to R's 5th. |
| 24. R. to B's 4th. | 24. R. takes R. |
| 25. B. takes R. | 25. P. to B's 4th. |
| 26. Kt's P. takes P. | 26. P. takes P. |
| 27. R. to Kt's sq. | |

Gaining a strong command of this file.

- | | |
|---------------------|---------------------|
| 28. B. takes Kt. | 27. P. to B's 5th. |
| 29. Kt. to B's 2nd. | 28. Kt. P. takes B. |
| 30. P. to R's 5th. | 29. B. to B's 3rd. |
| 31. Q. to Kt's 3rd. | 30. Q. to R's 5th. |
| 32. Q. to Kt's 2nd. | 31. Q. to R's 4th. |
| | 32. Q. to R's 5th. |

And the game, by mutual consent, was abandoned as drawn.

TABLE No. 8.—PHILIDOR'S DEFENCE.

Mr. Morphy and M. Seguin.

- | WHITE. (Mr. M.) | BLACK. (Mr. S.) |
|-----------------------|-------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. P. to Q's 3rd. |
| 3. P. to Q's 4th. | 3. P. takes P. |

4. Kt. takes P.

An analysis of this move, *in extenso*, by Mr. Löwenthal will be found in the January number of the "Chess Monthly" for 1858.

5. Kt. to Q. B's 3rd.
6. B. to Q's 3rd.
7. P. to B's 4th.
8. Kt. to B's 3rd.
9. Castles.
10. B. to K's 3rd.
11. P. to Q. R's 4th.
12. P. to R's 3rd.
13. Q. takes B.
14. Q. R. to Q's sq.
15. P. to Q. Kt's 3rd.
16. P. takes Kt.
17. P. to Q's 4th.
18. P. takes P.
19. P. to K's 5th.
20. R. takes Q.
21. R. to Q's 7th.
22. Kt. to Q's 5th.
23. B. to B's 2nd.

Not only to enable him to push on the B's P., but also to bring the K's R. to attack the adverse Q. B's P.

24. Kt. to Kt's 6th.
25. Kt. takes R.
26. R. to Q. B's 3rd.
27. Kt. takes B.
28. R. takes P.
29. B. takes R.
30. B. to K's 3rd.
31. P. to K. Kt's 4th.
32. K. to B's 2nd.
33. K. to K's 2nd.
34. P. takes P.
35. K. to Q's 3rd.
36. B. to B's 5th (ch.)
37. K. to K's 4th.

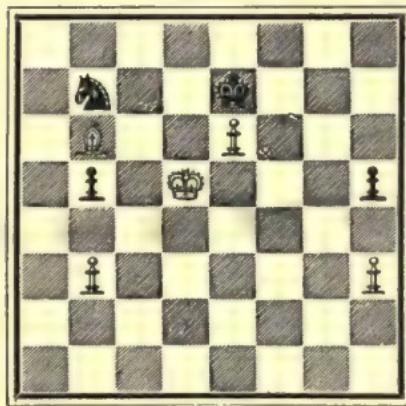
4. Kt. to K. B's 3rd.
5. B. to K's 2nd.
6. Castles.
7. P. to B's 4th.
8. Kt. to B's 3rd.
9. B. to Kt's 5th.
10. P. to Q. R's 3rd.
11. P. to R's 3rd.
12. B. takes Kt.
13. Kt. to Q. Kt's 5th.
14. Q. to B's 2nd.
15. Kt. takes B.
16. K. R. to K's sq.
17. Q. to B's 3rd.
18. P. takes P.
19. Q. takes Q.
20. Kt. to R's 2nd.
21. Q. R. to Kt's sq.
22. B. to B's sq.

23. K. R. to Q's sq.
24. R. takes R.
25. R. to Q. B's sq.
26. R. to B's 2nd.
27. Kt. takes Kt.
28. R. takes R.
29. Kt. to K's 3rd.
30. P. to K. Kt's 3rd.
31. Kt. to Q's sq.
32. Kt. to B's 3rd.
33. P. to Q. Kt's 4th.
34. P. takes P.
35. K. to B's sq.
36. K. to K's sq.
37. K. to Q's 2nd.

- | | |
|-------------------------|----------------------|
| 38. K. to Q's 5th. | 38. Kt. to Q's sq. |
| 39. P. to B's 5th. | 39. P. takes P. |
| 40. P. takes P. | 40. P. to R's 4th. |
| 41. B. to Kt's 6th. | 41. Kt. to Kt's 2nd. |
| 42. P. to K's 6th (ch.) | 42. P. takes P. |
| 43. P. takes P. (ch.) | 43. K. to K's 2nd. |
| 44. K. to B's 6th. | |

This game does not, on the whole, exhibit such numerous points of interest as many of the foregoing, contested on the same occasion; but is yet worth studying, as Mr. Morphy's accuracy is most remarkable, and without that winning would have been no easy task. We give a diagram of the position after Black's 43rd move:—

BLACK.



WHITE.

- | | |
|-----------------------|--------------------------|
| 45. B takes Kt. (ch.) | 44. Kt. to Q's sq. (ch.) |
| 46. K. to Q's 6th. | 45. K. takes B. |
| 47. P. to K's 7th. | 46. K. to K's sq. |

And wins.

BLINDFOLD GAMES PLAYED AT NEW ORLEANS.

The following are a portion of the games played in New Orleans during the months of February and March, 1858, by Mr. Morphy against six amateurs simultaneously.

GAME No. I.—EVANS'S GAMBIT.

Mr. Morphy and an Amateur.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. Q. to Kt's 3rd.
9. P. to K's 5th.
10. R. to K's sq.
11. B. to K. Kt's 5th.
12. B. takes Kt.
13. Kt. takes K's P.

BLACK. (Mr. —)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.
6. P. to Q's 3rd.
7. P. takes P.
8. Q. to B's 3rd.
9. P. takes K's P.
10. K. Kt. to K's 2nd.
11. Q. to Kt's 3rd.
12. Kt. takes B.

Q. to R's 4th (ch.) would have won a piece; for if Black had interposed the Knight, White would have taken the K's P. with Kt., exchanged Knights, and then won the Bishop: but the move adopted by Mr. Morphy will be found, in its result, to be of a higher order than the one just named.

13. Q. to Q. Kt's 3rd.

There is no better move, as the Bishop must be defended from the threatened attack of Q. to R's 4th (ch.), &c.

14. B. to Kt's 5th (ch.)
15. Q. takes P. (ch.)
16. Kt. takes P. (ch.)
17. B. takes Kt.
14. P. to Q. B's 3rd.
15. K. to Q's sq.
16. Kt. takes Kt.
17. Q. to B's 4th.

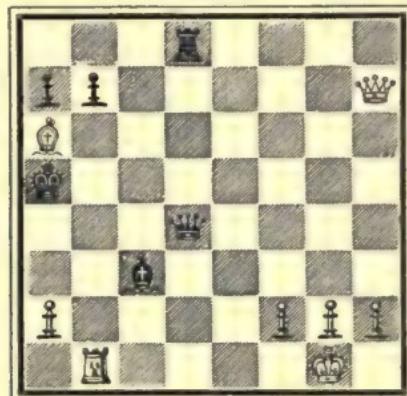
Had Black played Q. to Q. B's 2nd, White would have given mate in two moves.

- | | |
|-------------------------|--------------------|
| 18. P. takes P. | 18. Q. to Q's 3rd. |
| 19. Q. takes K. Kt's P. | 19. B. takes R. |
| 20. Q. takes R. (ch.) | 20. K. to B's 2nd. |
| 21. Q. takes P. (ch.) | 21. B. to Q's 2nd. |
- If K. takes B., White plays Q. to K's 4th (ch.), regaining the piece.
- | | |
|----------------------------------|---------------------|
| 22. B. takes B. | 22. Q. takes Q's P. |
| 23. B. to Q. Kt's 5th (dis. ch.) | 23. K. to Kt's 3rd. |
| 24. Kt. to B's 3rd. | 24. B. takes Kt. |
| 25. R. to Kt's sq. | 25. R. to Q's sq. |
| 26. B. to R's 6th (dis. ch.) | 26. K. to R's 4th. |

And White announced mate in three moves.

The finish forms a very neat little problem, which we therefore represent on a diagram for the benefit of the young student:—

BLACK.



WHITE.

GAME No. 2.—EVANS'S GAMBIT.

Mr. Morphy and an Amateur.

WHITE. (Mr. M.)	BLACK. (Mr. —).
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes P.
5. P. to B's 3rd.	5. B. to R's 4th.

6. P. to Q's 4th.

7. Castles.

6. P. takes P.

7. P. takes P.

We have elsewhere called attention to the inferiority of this line of defence in the Evans's Gambit.

8. B. to R's 3rd.

9. Q. to Kt's 3rd.

10. Kt. takes P.

11. Q. takes B.

12. Q. R. to Q's sq.

8. P. to Q's 3rd.

9. Kt. to R's 3rd.

10. B. takes Kt.

11. Castles.

12. Kt. to K. Kt's 5th.

To stop the advance of the King's Pawn.

13. P. to R's 3rd.

14. Kt. takes Kt.

15. B. to K's 2nd.

13. K. Kt. to K's 4th.

14. Kt. takes Kt.

Intending to advance the Bishop's Pawn, which, after this move of the Bishop, will be of greater force.

16. P. to B's 4th.

17. B. to B's 4th (ch.)

18. B. to Kt's 2nd.

19. Q. R. to K's sq.

20. P. takes P.

15. P. to K. B's 4th.

16. Kt. to B's 3rd.

17. K. to R's sq.

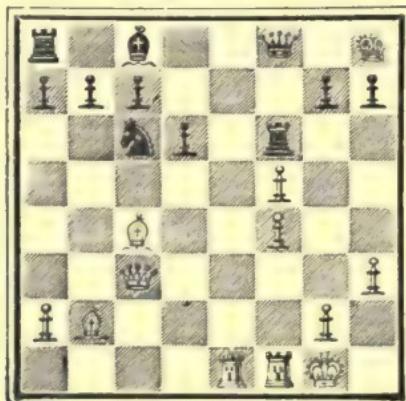
18. Q. to K's 2nd.

19. R. to B's 3rd.

20. Q. to B's sq.

We give a diagram of the position here: let the reader before looking at the move really adopted, endeavour to determine for himself the line of play that should be selected.

BLACK.



WHITE.

- | | |
|-----------------------|---------------------------|
| 21. R. to K's 8th. | 21. Q. takes R. |
| 22. Q. takes R. | 22. Q. to K's 2nd. |
| 23. Q. takes P. (ch.) | 23. Q. takes Q. |
| 24. P. to B's 6th. | 24. Q. takes Kt's P (ch.) |

Black might have played Kt. to K's 4th, but the game in that case would equally have been lost.

- | | |
|-----------------------|-----------------------|
| 25. K. takes Q. | 25. B. takes P. (ch.) |
| 26. K. takes B. | 26. P. to K. R's 4th. |
| 27. R. to K. Kt's sq. | |

And wins.

GAME No. 3.—EVANS'S GAMBIT.

Mr. Morphy and an Amateur.

WHITE. (Mr. M.)	BLACK. (Mr. —)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes P.
5. P. to B's 3rd.	5. B. to B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Kt's 3rd.
9. Kt. to B's 3rd.	

Mr. Morphy very frequently chooses this line of attack, and generally with decided success.

10. Kt. to K. Kt's 5th.	9. Kt. to R's 4th.
11. Q. to R's 4th (ch.)	10. Kt. takes B.
12. Q. takes Kt.	11. P. to Q. B's 3rd.
	12. Kt. to R's 3rd.

Q. to K's 2nd would have been better play; the text move is inferior, because it subsequently becomes difficult to bring the Knight into action.

13. K. to R's sq.	13. Castles.
14. P. to B's 4th.	14. K. to R's sq.
15. P. to B's 5th.	15. P. to B's 3rd.

Bad; the Queen's Pawn should have been advanced.

16. Kt. to K's 6th.

This gives Black no option. Black must take the Knight and permit his adversary to establish a Pawn in a very formidable position.

17. P. takes B.

16. B. takes Kt.

17. Q. to K's 2nd.

If Black had played the defensive move of 17. P. to Q's 4th, the following variation appears probable :—

18. P. takes P.

17. P. to Q's 4th.

(If—

18. P. to K's 7th.

18. Q. takes P.

19. P. takes P.

19. P. takes P.

20. Kt. takes P.

20. Q. to K. B's 2nd, &c.)

19. Q. takes P.*

18. P. takes P.

20. P. to K's 7th.

19. B. takes P.

21. Kt. takes Q.

20. Q. takes Q.

22. P. takes R. (Queen's.)

21. B. takes R.

23. B. takes Kt.

22. R. takes Q.

And White wins.

18. B. takes Kt.

18. P. takes B.

19. R. to B's 3rd.

19. R. to K. Kt's sq.

20. Q. R. to K. B's sq.

20. R. to Kt's 3rd.

21. Kt. to K's 2nd.

21. R. to K. B's sq.

22. Kt. to B's 4th.

22. R. to Kt's 4th.

23. P. to Q's 5th.

23. P. to Q. B's 4th.

24. Q. to B's 3rd.

24. B. to Q's sq.

25. Kt. to K's 2nd.

25. Q. to Kt's 2nd.

26. Kt. to Kt's 3rd.

26. Q. to Q. B's 2nd.

27. R. takes P.

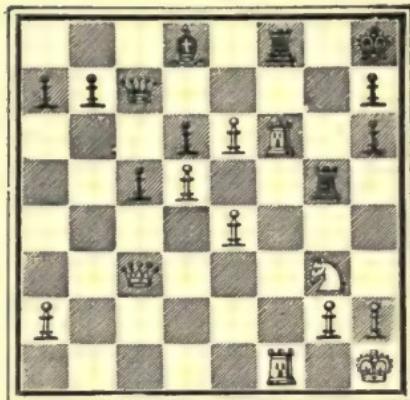
Instantly seizing upon the opportunity of terminating the game in his favour. We give a diagram after this move on the part of White :—

* If—

19. Kt. takes P.

19. R. to Q. B's sq., &c.

BLACK.



WHITE.

- | | |
|-----------------------|---------------------|
| 27. B. takes R. | |
| 28. R. takes B. | 28. R. takes R. |
| 29. Q. takes R. (ch.) | 29. Q. to Kt's 2nd. |

R. to Kt. 2nd, in place of Queen, would have served his purpose ~~not~~
better, for then White would have played—

- | | |
|------------------------|----------------------------|
| 30. Kt. to B's 5th. | 30. K. to Kt's sq. (best.) |
| 31. Kt. takes P. (ch.) | 31. K. to R's sq. |

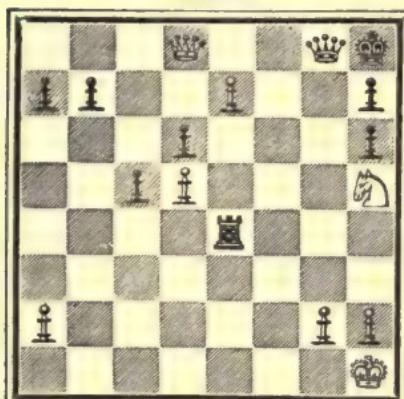
And mated in two moves further.

- | | |
|-------------------------|-----------------------------|
| 30. Q. to Q's 8th (ch.) | 30. Q. to Kt's sq. |
| 31. P. to K's 7th: | 31. R. to K's 4th. |
| 32. Kt. to R's 5th. | 32. R. takes P. at K's 4th. |

And White mates in a few moves.

A very pleasing study for the reader. We represent the position therefore on a diagram:—

BLACK.



WHITE.

GAME No. 4.—KING'S GAMBIT.

Mr. Morphy and an Amateur.

WHITE. (Mr. M.)

1. P. to K's 4th.

2. P. to K. B's 4th.

3. Kt. to K. B's 3rd.

4. Kt. to B's 3rd.

5. B. to B's 4th.

6. Q. P. takes B.

7. Q. to Q's 6th.

BLACK. (Mr. —).

1. P. to K's 4th.

2. P. takes P.

3. P. to Q. B's 3rd.

4. B. to Kt's 5th.

5. B. takes Kt.

6. Kt. to K's 2nd.

7. Castles.

8. Kt. to Kt's 3rd.

9. Q. to K's sq.

10. K. to R's sq.

The Queen is so well placed here, that her position is almost sufficient to decide the fate of the game.

8. Q's B. takes P.

9. B. to K. Kt's 5th.

10. Castles (K. R.)

7. Castles.

8. Kt. to Kt's 3rd.

9. Q. to K's sq.

Taking the Pawn with Queen would have been bad play, for White would have replied with Kt. to Q's 2nd, with great advantage

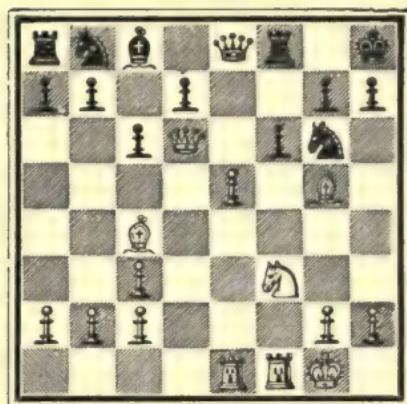
11. Q. R. to K's sq.

11. P. to B's 3rd.

12. P. to K's 5th.

Kt. to R's 4th, an apparently good move, will on reference to the diagram be found inferior:—

BLACK.



WHITE.

12. P. to K. B's 4th.

The capture of the Pawn with either Knight or Pawn would have proved fatal, as White would have retaken with Knight, and won speedily.

13. Kt. to Q's 4th.

13. P. to B's 5th.

14. P. to K's 6th.

White prosecutes his attack with much spirit.

15. Kt. takes P.

14. P. takes P.

16. R. takes B.

15. B. takes Kt.

16. Q. to B's sq.

Had Black moved the Q. to B's 2nd, White would have won by R. takes Kt., &c.

17. R. takes Kt.

17. P. takes R.

18. Q. takes Kt's P.

18. Q. to B's 4th.

19. R. takes P.

19. Q. takes Q.

20. R. takes R. (ch.)

20. K. to R's 2nd.

21. B. to Kt's 8th (ch.)

21. K. to R's sq.

22. B. to B's 7th (dis. ch.)

22. K. to R's 2nd.

23. B. takes Q. (ch.)

And Black resigns.

GAME No. 5.—EVANS' GAMBIT.

Mr. Morphy and Mr. —.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. P. to Q's 4th.
7. Castles.

BLACK. (Mr. —.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.
6. P. takes P.
7. P. to K. R's 3rd.

This is not a good move, and, properly met, places Black in a very disadvantageous position.

- | | |
|--------------------|--------------------|
| 8. Q. to Kt's 3rd. | 8. Q. to B's 3rd. |
| 9. P. to K's 5th. | 9. Q. to Kt's 3rd. |

Taking the Pawn with Knight at this point loses the piece, as follows—

- | | |
|------------------------------|--------------------|
| 10. R. to K's sq. | 9. Kt. takes P. |
| 11. Kt. takes Kt. | 10. P. to Q's 3rd. |
| 12. Q. to R's 4th (ch.), &c. | 11. P. takes Kt. |

- | | |
|----------------------|------------------------|
| 10. P. takes P. | 10. K. Kt. to K's 2nd. |
| 11. P. to Q's 5th. | 11. Kt. to Q's sq. |
| 12. P. to Q's 6th. | 12. K. Kt. to B's 3rd. |
| 13. B. to R's 3rd. | 13. Kt. to K's 3rd. |
| 14. B. takes Kt. | 14. B's P. takes B. |
| 15. P. takes P. | 15. B. takes P. |
| 16. Kt. to B's 3rd. | 16. P. to R's 3rd. |
| 17. Q. R. to Q's sq. | 17. Kt. takes P. |
| 18. Kt. takes Kt. | 18. B. takes Kt. |
| 19. P. to B's 4th. | 19. B. takes Kt. |

If the Bishop had retreated to B's 2nd, White would have obtained a fine attack by P. to B's 5th.

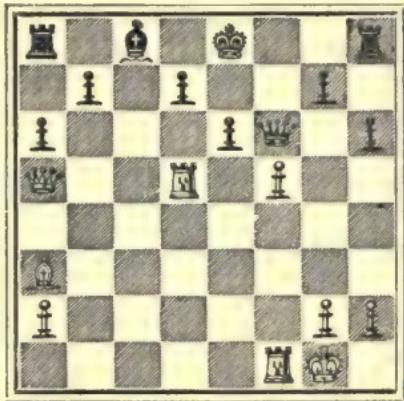
- | | |
|--------------------|--------------------|
| 20. Q. takes B. | 20. Q. to B's 3rd. |
| 21. Q. to B's 5th. | 21. Q. to B's sq. |
| 22. R. to Q's 6th. | 22. Q. to B's 4th. |
| 23. R. to Q's 5th. | 23. Q. to B's sq. |
| 24. Q. to R's 5th. | 24. Q. to B's 3rd. |
| 25. P. to B's 5th. | |

A fine move.

25. P. to Q. Kt's 3rd.

If he had taken the Rook, he would have lost the game by R. to K's sq. (ch.), &c.

BLACK.



WHITE.

26. Q. to K's sq.

27. R. takes P. (ch.)

28. Q. to K's 4th.

29. R. to K's 7th (ch.)

26. P. to K's 4th.

27. K. to B's 2nd.

28. Q. to Q. B's 3rd

29. K. to Kt's sq.

And White announced mate in four moves.

BLINDFOLD GAME IN NEW YORK.

The following game was played during the American Congress:—

KING'S KNIGHT'S GAMBIT.

Mr. Morphy and Mr. Lichtenhein.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. takes P.

Staunton recommends here—

5. P. to Q's 4th.
6. P. to Q. B's 4th.
7. B. to Q's 3rd.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. P. takes P.
3. P. to Q's 4th.
4. B. to K's 2nd.

4. B. to Q's 3rd.
5. P. to K. Kt's 4th.
6. P. to Q. B's 3rd.

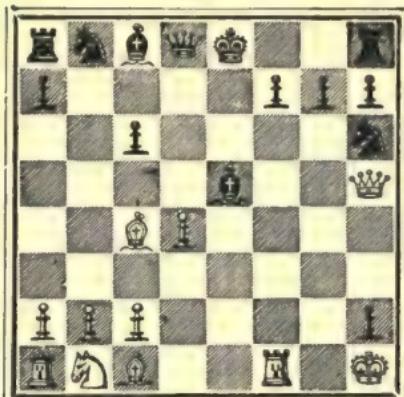
And considers the game an even one.

5. B. to Kt's 5th (ch.)
6. P. takes P.
7. B. to B's 4th.
8. P. to K. Kt's 3rd.
9. Castles.
10. K. to R's sq.
11. Kt. to K's 5th.
12. P. to Q's 4th.
13. Q. to R's 5th.

5. P. to Q. B's 3rd.
6. P. takes P.
7. B. to R's 5th (ch.)
8. P. takes P.
9. P. takes P. (ch.)
10. B. to B's 3rd.
11. Kt. to K. R's 3rd.
12. B. takes Kt.

The particular attention of the student is recommended to this, the key move, of a splendid combination, carried out by Mr. Morphy with that masterly energy and exactitude which so many of his games in this work exemplify, especially when, as in this instance, he is playing without sight of board or men. A diagram shows the position:—

BLACK.



WHITE.

14. B. takes P. (ch.)

13. Q. takes P.
14. Kt. takes B.

Best: for if K. to Q's sq., the loss of the Queen ensues at once; if K. to B's sq., B. to K's 6th (dis. ch.), &c.; and if K. to K's 2nd White first checks with B. at Kt's 5th, and then with R. at K's sq.

15. Q. takes Kt. (ch.)

15. K. to Q's sq.

16. B. to Kt's 5th (ch.)

16. B. to B's 3rd.

17. Kt. to B's 3rd.

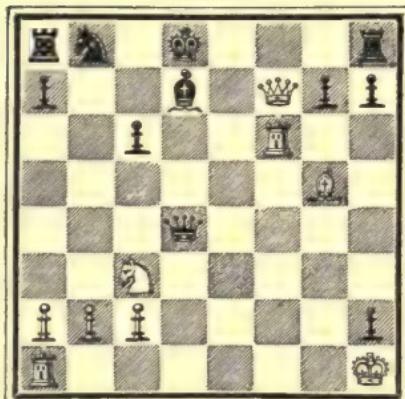
Beautifully carried through.

17. B. to Q's 2nd

18. R. takes B.

The position is again so interesting as to be deserving of a diagram, which we give, showing how the forces stood after White's 8th move:—

BLACK



WHITE.

18. K. to B's 2nd.
 19. B. to B's 4th (ch.)
 20. R. to Q's 6th.
 21. Kt. to K's 4th.
 22. R. takes B. (ch.)
 23. Q. takes Kt. (ch.)
 24. Kt. to Q's 6th.
 25. Q. to Kt's 7th (ch.)
 26. B. to Q's 2nd (ch.)
 27. Kt. to B's 4th (ch.)
 28. P. to Kt's 3rd. Mates.

Every move tells.

18. K. to B's 2nd.
 19. K. to Kt's 2nd.
 20. Q. to B's 4th.
 21. Q. takes P.
 22. Kt. takes R.
 23. K. to R's 3rd.
 24. K. R. to Q's sq.
 25. K. to R's 4th.
 26. Q. takes B.
 27. K. to R's 5th.
-

BOOK III.

CONSULTATION GAMES.

CONSULTATION GAMES BETWEEN MESSRS. MORPHY AND BARNES AGAINST MESSRS. STAUNTON AND "ALTER."

THE two following games cannot fail to possess a more than ordinary interest, from the fact that they took place on the only occasions wherein the great English and American masters met in friendly contest. They played but two games, and both were gained by Mr. Morphy and his ally.

GAME I.—PHILIDOR'S DEFENCE.

WHITE. (Messrs. S. and A.) BLACK. (Messrs. M. and B.)

- | | |
|-----------------------|----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. P. to Q's 3rd. |
| 3. P. to Q's 4th. | 3. P. to K. B's 4th. |

Philidor favoured this move, but we consider, with Der Laza, that it cannot safely be ventured either in reply to P. to Q's 4th or B. to Q. B's 4th.

4. P. takes K's P.

We believe that B. to Q. B's 4th leads to a more powerful attack. The following analysis of that move is given in the different Handbooks—

- | | |
|----------------------|--------------------|
| 4. B. to Q. B's 4th. | 4. P. takes K's P. |
| 5. Kt. takes P. | |

And whether Black play 4. P. takes Kt., or 4. P. to Q's 4th, White gains an undeniable advantage by Q. to R's 5th (ch.)

- | | |
|---------------------|--------------------|
| 5. Kt. to Kt's 5th. | 4. B's P. takes P. |
| | 5. P. to Q's 4th. |

6. P. to K's 6th.

6. Kt. to K. R's 3rd.

7. Kt. to Q. B's 3rd.

The following train of play here is recommended by the best authorities, and we are of opinion that it gives White a game far superior to that obtained by the move in the text.

7. P. to K. B's 3rd.

7. B. to K's 2nd (best.)

8. P takes P.

8. B. takes Kt.

9. Q. to R's 5th (ch.)

9. P. to K's Kt's 3rd.

10. Q. takes B.

10. Q. takes Q.

11. B. takes Q.

11. Kt. to Kt's 5th.

12. P. takes P., &c.

7. P. to B's 3rd.

8. K. Kt. takes K's P.

8. P. takes Kt.

9. Q. to R's 5th (ch.)

9. P. to K. Kt's 3rd.

10. Q. to K's 5th.

10. R. to Kt's sq.

11. B. takes Kt.

Mr. Staunton and his ally here missed an evident opportunity of gaining a decided advantage. A study of the diagram appended will show that if correctly continued the game should have been played thus—

11. B. to K. Kt's 5th.

11. Q. to Kt's 3rd or (A). (B).

12. Castles.

12. Kt. to Kt's 5th.

13. Q. to B's 4th.

And must win.

(A.)

12. Q. takes Q.

11. Q. to Q's 3rd.

13. Kt. takes K's P.

12. B. takes Q.

14. Kt. to B's 6th (ch.)

13. B. to B's sq.*

15. Kt. takes R. (dis. ch.)

14. K. to K's 2nd.

16. Kt. takes Kt. And wins.

15. K. takes P.

(B.)

12. P. to K's 7th.

11. B. to Kt's 2nd.

13. Q. to B's 4th.

12. Q. to Q's 2nd or (C).

And White, at least, regains the piece, with the better position, as he threatens to move Q's R. to Q's sq. with fatal effect; and, play as Black may, White's following moves of K. B. to Q. B's 4th, and Kt. takes P. will prove irresistible.

If—

12. Q. to Q's 5th.

13. Q. to Q. B's 7th, &c.

* If—

13. Kt. to B's 4th.

14. P. to K. Kt's 4th, &c.

If—

13. P. takes Q. (ch.)

And mates next move.)

(C.)

13. Castles.

12. B. takes Q.

12. Q. to Kt's 3rd.

13. B. takes Q.

If Kt. to Q's 2nd, White plays 14. Q. to K's 6th, which, followed by K. B. to Q. B's 4th, wins.

14. R. to Q's 8th (ch.)

14. K. to B's 2nd (best).

15. B. to B's 4th (ch.)

15. B. to K's 3rd (best).

16. B. takes B. (ch.)

16. K. takes B.

17. R. takes R.

17. Kt. takes R.

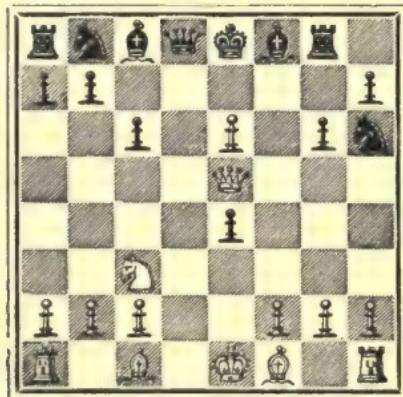
18. P. Queens (ch.)

18. K. to B's 4th.

19. B. to K's 3rd.

With a superior game.

BLACK.



WHITE.

11. B. takes B.

12. R. to Q's sq.

12. Q. to Kt's 4th.

Black might also have played Q. to K's 2nd, but the square chosen was much the better.

13. Q. to B's 7th.

13. B. takes P.

14. Q. takes Kt's P.

Had Kt. taken K's P., the following variation would probably have arisen—

14. Kt. takes P.

14. Q. to K's 2nd.

15. R. to Q's 8th (ch.)

15. Q. takes R.

(He may also play K. to B's 2nd with a good game.

16. Kt. to Q's 6th (ch.)

16. Q. takes Kt.

17. Q. takes Q.

17. K. to B's 2nd.

Remaining with more than a full equivalent for the lost Queen.

15. P. to B's 3rd.

14. P. to K's 6th.
15. Q. to K's 2nd.

With the view of imprisoning the Queen if she capture the Rook.

16. Q. takes R.

16. K. to B's 2nd.
17. B. to K. B's 5th

This was necessary to prevent the escape of the Queen, by Q. to Kt's 7th, &c.

18. B. to K's 2nd.

We believe that 18. P. to K. Kt's 3rd, would have rendered Black's game much more difficult.

18. K. to Kt's 2nd.

This was both prudent and farsighted; had Black attempted to gain Queen by Q. to B's 2nd, the variation following will show that they would have lost the game, *e. g.*—

19. P. to K. Kt's 3rd.

18. Q. to B's 2nd.

20. R. to Q's 7th (ch.)

19. Kt. to R's 3rd (best).*

21. Q. takes R. (ch.)

20. Q. takes R.†

22. Kt. to B's 6th (ch.)

21. K. takes Q.

23. Kt. takes Q.

22. K. to B's 2nd.

24. B. takes Kt.

23. B. takes Kt.

With the exchange a-head.

* If—

19. B. to K's 4th.

20. Kt. to Kt's 5th (ch.), &c.

If—

19. B. to R's 3rd.

20. Q. to Kt's 7th, liberating the Queen.

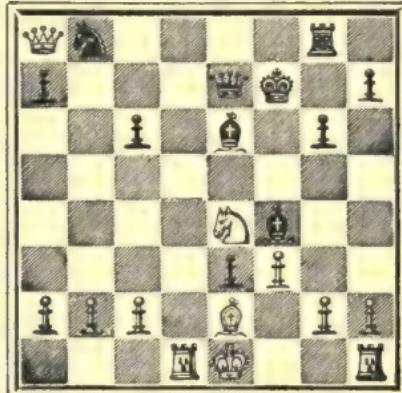
† If—

20. B. takes R.

21. B. to B's 4th (ch.), winning the Rook.

We give a diagram of this position:—

BLACK.

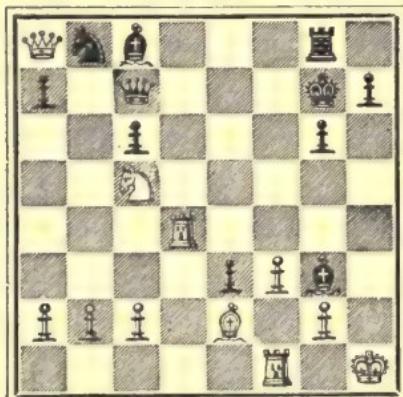


WHITE.

- | | |
|---------------------|-----------------------|
| 19. Castles. | 19. Q. to Q. B's 2nd. |
| 20. Kt. to B's 5th. | 20. B. takes P. (ch.) |
| 21. K. to R's sq. | 21. B. to B's sq. |
| 22. R. to Q's 4th. | 22. B. to Kt's 6th. |

After this, White's game was indefensible. The Black allies conduct their game throughout in a very masterly manner; and of the position before White's 23rd move we again give a diagram, as a study of the terminating moves cannot fail to be both interesting and instructive:—

BLACK.



WHITE.

- | | |
|-----------------------|--|
| 23. R. to K's 4th. | 23. K. to R's sq. |
| 24. R. to Q's sq. | 24. Q. to K. Kt's 2nd. |
| 25. R. to K. R's 4th. | 25. B. takes R. |
| 26. Q. takes Kt. | 26. B. to R's 3rd. |
| 27. Q. to R's 2nd. | 27. B. takes B. |
| 28. R. to Q's 7th. | 28. Q. to R's 3rd. |
| 29. Kt. to K's 4th. | 29. B. to B's 5th. |
| 30. Kt. to B's 6th. | 30. P. to K's 7th. |
| 31. R. to K's 7th. | 31. Q. to B's 8th (ch.) |
| 32. Q. to Kt's sq. | 32. Q. takes Q. (ch.) |
| 33. K. takes Q. | 33. P. to K's 8th (becoming a Queen) (ch.) |
| 34. R. takes Q. | 34. B. takes R. |

And the White allies resigned.

GAME II.—CENTRE COUNTER GAMBIT.

WHITE. (Messrs. M. and B.) **BLACK.** (Messrs. S. and A.)

- | | |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to Q's 4th. |
| 2. P. takes P. | 2. Q. takes P. |
| 3. Kt. to Q. B's 3rd. | 3. Q. to Q's sq. |
| 4. P. to Q's 4th. | 4. Kt. to K. B's 3rd. |
| 5. B. to Q's 3rd. | |

Correctly played, preventing the adverse Queen's Bishop from coming into action.

- | | |
|-------------------|--------------------|
| 6. B. to K's 3rd. | 5. Kt. to B's 3rd. |
| | 6. P. to K's 3rd. |

As this in a great degree confines the Queen's Bishop, it is a move that cannot be recommended.

- | | |
|-------------------------|-----------------------|
| 7. Kt. to B's 3rd. | 7. B. to Q's 3rd. |
| 8. Castles. | 8. Castles. |
| 9. Q. to K's 2nd. | 9. P. to Q. Kt's 3rd. |
| 10. B. to K. Kt's 5th. | 10. B. to Kt's 2nd. |
| 11. Kt. to K's 4th. | 11. B. to K's 2nd. |
| 12. Kt. takes Kt. (ch.) | 12. B. takes Kt. |
| 13. Q. to K's 4th. | |

Thus early in the game the White allies have obtained a fine attack.

- | | |
|------------------------|-----------------------|
| 14. Q. to R's 4th. | 13. P. to Kt's 3rd. |
| 15. Kt. takes B. | 14. B. takes B. |
| 16. P. to Q. B's 3rd. | 15. P. to K. R's 4th. |
| 17. Q. R. to K's sq. | 16. Q. to B's 3rd. |
| 18. P. to K. B's 4th. | 17. Kt. to K's 2nd. |
| 19. Q. to R's 3rd. | 18. Kt. to B's 4th. |
| 20. R. to K's 5th. | 19. K. R. to K's sq. |
| 21. K. R. to K's sq. | 20. Q. R. to Q's sq. |
| 22. P. to K. Kt's 4th. | 21. Kt. to Kt's 2nd. |
| | 22. P. to B's 4th. |

Black would only have acquired a worse position by R. to Q's 4th, *e.g.*—

- | | |
|---------------------|---------------------------|
| 23. Kt. to K's 4th. | 22. R. to Q's 4th. |
| 24. P. to Kt's 5th. | 23. Q. to K's 2nd or (A). |
| | 24. R. takes R. |

25. Kt. to B's 6th (ch.)

26. B's P. takes R.

25. K. to B's sq.*

With the better game.

(A.)

24. R. to K. B's sq.

25. Q. takes Q.

26. Kt. to B's 6th (ch.)

27. Kt. takes Q's R.

23. Q. takes P.

24. Q. takes Kt's P. (ch.)

25. P. takes Q.

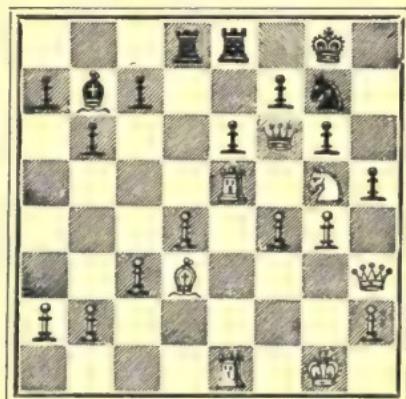
26. K. to B's sq. (best).

Followed by B. takes Kt's P. with the better game.

23. B. to K's 4th.

Best, for the adverse Bishop commanded an important diagonal, and as the game advanced, might have proved embarrassing. Now, whether Black exchange the Bishop or retreat it, White's position is improved. It is obvious that either P. takes P., or B. to Kt's 5th, would have been bad play, as in the former case Black's reply would have been Q. takes P. and in the second R. to K's 2nd, either way obtaining a good game. We give a diagram of the position previous to Black's 22nd move, from which the foregoing variation may be studied, and our observation on the present move more readily noted:—

BLACK.



WHITE.

* If—

26. P. takes Q.

27. K. to B's 2nd.

25. Q. takes Kt.

26. R. takes R. (ch.)

With a preferable game.

23. B. to R's 3rd.

If the Bishop had captured Bishop, it would of course have been retaken by the Knight, and White's attack strengthened.

24. P. takes R's P.

24. Kt. takes P.

25. B. to B's 3rd.

All this is played with great accuracy.

26. B. takes Kt.

25. P. takes P.

27. Q. takes R's P.

26. P. takes B.

28. K. to B's 2nd.

27. Q. to Kt's 2nd.

29. Q. to R's 4th.

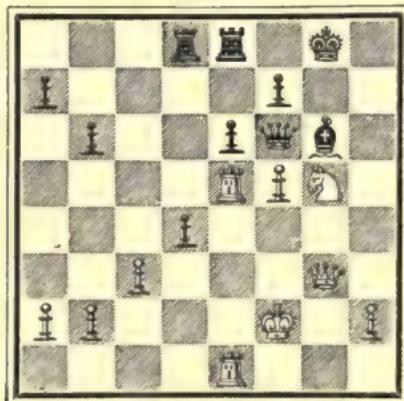
28. Q. to B's 3rd.

On examination this move will be found superior to either Q. to R's 7th (ch.) or Q. to Kt's 4th.

29. B. to Q's 6th.

This and the succeeding move are natural enough, and would, doubtless, have been adopted by most fine players, but Mr. Morphy and his ally, by their mode of play, clearly demonstrate the weakness of them. The diagram that follows shows the position of the forces after White's 31st move:—

BLACK.



WHITE.

30. Q. to Kt's 3rd.

30. B. to Kt's 3rd.

31. P. to B's 5th.

31. B. takes P.

32. Kt. to K's 4th (dis. ch.)

32. Q. to Kt's 3rd.

33. Kt. to B's 6th (ch.)

33. K. to B's sq.

34. Q. takes Q.

34. B. takes Q.

35. Kt. takes R.

36. P. to K. R's 4th.

37. K. to K's 3rd.

38. K. to Q's 2nd.

35. K. takes Kt.

36. P. to Q's 6th.

37. K. to K's 2nd.

38. R. to Q's 3rd.

R. to K. R's sq. would manifestly have been better play, but it is questionable whether, even then, Black could have succeeded in obtaining a draw.

39. R. to K. Kt's 5th.

A very good move, the effect of which is not, at first sight, perceptible.

40. R. to B's sq. (ch.)

41. R. to Kt's 8th.

39. K. to B's 3rd.

40. B. to B's 4th.

The adverse King is now unable to arrest the Pawn's advance.

42. P. to R's 5th.

43. R. to B's 2nd.

44. R. to R's 2nd.

45. R. to K. R's 8th.

46. R. to Q. R's 8th.

47. R. takes P.

41. R. to Q's 4th.

42. R. to K's 4th.

43. R. to K's 5th.

44. B. to R's 2nd.

45. K. to Kt's 2nd.

46. K. to R's 3rd.

This secures a free passage for the Q. R's P., and renders winning easy.

48. R. to Kt's 7th.

49. R. takes P. (ch.)

50. P. to R's 4th.

51. R. to K's 6th.

52. P. to R's 5th.

47. R. to B's 5th.

48. P. to K's 4th.

49. P. to B's 3rd.

50. P. to K's 5th.

51. R. to B's 6th.

And wins.

**CONSULTATION GAMES BETWEEN MESSRS. MORPHY,
WALKER, AND GREENEWAY AGAINST MONGREDIEN,
MEDLEY, AND LOWENTHAL.**

The two games following were played in the month of July, 1858, at the London Chess Club, between the gentlemen above-named. Each *partie*, as will be seen, terminated in a draw.

GAME I.—KING'S BISHOP'S GAMBIT.

WHITE. (Mr. Morphy, &c.)	BLACK. (Mr. Mon., &c.)
---------------------------------	-------------------------------

- | | |
|----------------------|-------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. P. to K. B's 4th. | 2. P. takes P. |
| 3. B. to B's 4th. | 3. P. to Q's 4th. |

It has ever been a vexed question, how the King's Bishop's Gambit should be defended by the second player. For our own part we have always thought that the gambit might be accepted with impunity, but that the classical defences to the Bishop's Gambit form of the attack were all more or less weak. The usual move here has always been Q. to K. R's 5th (ch.), by which White certainly retains the Pawn for a lengthened period, but during the whole time is subjected to an attack which it is all but impossible eventually to nullify; whereas by playing as in the text, and giving back to his adversary the Pawn gained, White is enabled speedily to develop his forces and maintain a perfectly satisfactory defence. This move was first adopted in a game between Bilguer and Bledow, for which see "Chess Player's Chronicle," vol. i., page 337.

4. B. takes P.

This is White's best move, for if 4. P. takes P. Black replies with Kt. to K. B's 3rd, with a good game.

4. Kt. to K. B's 3rd.

5. Kt. to K. B's 3rd.

The Handbooks give Q. to K's 2nd as the proper move here, w*s*

however decidedly prefer the one adopted by Mr. Morphy. Kt. to Q. B's 3rd is also frequently played, in which case Black's reply is B. to Q. Kt's 5th; White is then recommended, for his 6th move, in both the German and English Handbooks, to bring the K. Kt. to K's 2nd, and the game a few moves further is said to be even. It would seem that White, on his 6th move, might play Q. to B's 3rd, but the following analysis proves that if correctly opposed Black would lose rather than gain by its adoption, e.g.—

- | | |
|-----------------------|---------------------------|
| 5. Kt. to Q. B's 3rd. | 5. B. to Q. Kt's 5th. |
| 6. Q. to K. B's 3rd. | 6. Q. to K's 2nd (best.)* |
| 7. K. Kt. to K's 2nd. | 7. P. to B's 3rd. |
| 8. B. to Kt's 3rd. | 8. P. to K. Kt's 4th. |

With a good game.

- | | |
|------------------------|----------------------|
| | 5. Kt. takes B. |
| 6. P. takes Kt. | 6. Q. takes P. |
| 7. Kt. to B's 3rd. | 7. Q. to K. R's 4th. |
| 8. P. to Q's 4th. | 8. B. to Q's 3rd. |
| 9. Q. to K's 2nd (ch.) | 9. K. to Q's sq. |

Best. The King is quite safe here, and the Rook can be brought to King's square.

- | | |
|---------------------|------------------------|
| 10. Castles. | 10. P. to K. Kt's 4th. |
| 11. Q. to Kt's 5th. | 11. P. to K. B's 4th. |

Much better than P. to K. R's 3rd, as in that case White might have advantageously replied with Kt. to K's 5th.

- | | |
|---------------------|---------------------|
| 12. Q. to Q's 5th. | 12. Kt. to B's 3rd. |
| 13. Kt. to K's 5th. | 13. R. to B's sq. |

Correctly played.

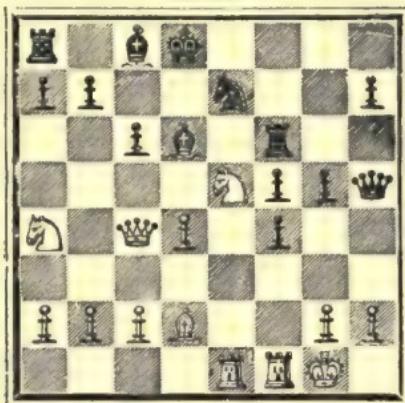
* If—

- | | |
|-----------------------|---------------------|
| 7. K. Kt. to K's 2nd. | 6. Castles. |
| 8. B. to Kt's 3rd. | 7. P. to B's 3rd. |
| 9. Q. takes P. | 8. B. to Kt's 5th. |
| 10. Kt. takes B. | 9. B. takes K's Kt. |
| 11. P. to K's 5th. | 10. R. to K's sq. |
| 12. P. to B's 3rd. | 11. Q. to K's 2nd. |
| 13. P. to Q's 4th. | 12. B. to R's 4th. |
| 14. B. to K's 3rd. | 13. B. to Kt's 3rd. |
| 15. B. takes Kt. | 14. Kt. to Q's 4th. |
| 16. R. to K's B. | 15. P. takes B. |

And White on the contrary has a good game.

The position of the pieces after White's 17th move:—

BLACK.



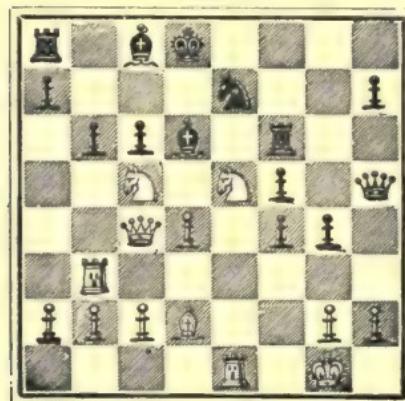
WHITE.

- | | |
|------------------------|---------------------|
| 14. B. to Q's 2nd. | 14. Kt. to K's 2nd |
| 15. Q. to B's 4th. | 15. R. to B's 3rd. |
| 6. Q. R. to K's sq. | 16. P. to B's 3rd. |
| 7. Kt. to R's 4th. | 17. B. to Q's 2nd. |
| 8. Kt. to B's 5th. | 18. B. to B's sq. |
| 19. R. to B's 3rd. | 19. P. to Kt's 5th. |
| 20. R. to Q. Kt's 3rd. | 20. P. to Kt's 3rd. |

And the game was thus left unfinished.

By mutual consent, at this point the game was abandoned as drawn; there being no probability of its being finished, owing to the lateness of the hour. We append a diagram of the closing situation, which on examination, we think, will be considered slightly in favour of the Black allies.

BLACK.



WHITE.

GAME II.—PHILIDOR'S DEFENCE.

Messrs. Morphy and Mongredien against Messrs. Löwenthal and Medley.

WHITE. (Messrs. L. and M.) BLACK. (Messrs. M. and M.)

- | | |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. P. to Q's 3rd. |
| 3. B. to Q. B's 4th. | 3. P. to K. B's 4th. |
| 4. F. to Q's 4th. | 4. Kt. to Q. B's 3rd. |
| 5. P. takes K's P. | |

Kt. to Kt's 5th would probably have been stronger play.

- | | |
|------------------------|-----------------------|
| 6. Q. takes Q. (ch., | 5. Q's P. takes P |
| 7. Kt. takes P. | 6. Kt. takes Q. |
| 8. Q. B. to Q's 2nd. | 7. P. takes P. |
| 9. B. to Q. B's 3rd. | 8. K. B. to Q's 3rd. |
| 10. P. to K. R's 3rd. | 9. Kt. to K. B's 3rd. |
| 11. Q. Kt. to Q's 2nd. | 10. B. to K's 3rd |
| 12. Castles (K. R.) | 11. Castles. |
| 13. B. takes Kt. | 12. Kt. to Q's 4th. |
| 14. Q. Kt. to B's 4th. | 13. B. takes B. |

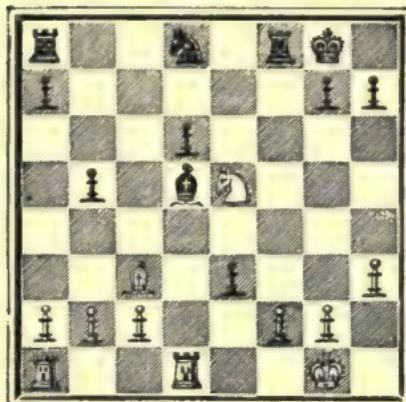
The best line of play, threatening to take off Black's Bishop, which occupies so commanding a diagonal, and opening the file for White's Rook, when played to Queen's square.

14. P. to Q. Kt's 4th.

This loses a valuable Pawn. Black should have played Q's B. takes Kt. White, however, in any case would have had a slight advantage.

- | | |
|----------------------|--------------------|
| 15. Kt. takes B. | 15. P. takes Kt. |
| 16. K. R. to Q's sq. | 16. P. to K's 6th. |

BLACK.



WHITE.

The only move, and one giving Black a chance to draw the game if not properly opposed.

17. P. takes P.

The White allies did not sufficiently consider this move, otherwise they would not have missed the present opportunity of securing a manifest advantage, as follows:—

17. R. takes B.

18. K. to B's sq.

19. R. takes K's P.

If,—

20. R. takes Q. Kt's P.

And Black's K. B's P. cannot long be maintained.

20. R. takes Q. Kt's P.

17. P. takes P. (ch.) (best.)

18. P. takes Kt.

19. R. to Q. B's sq.

19. Kt. to Q. B's 3rd.

21. Q. R. to Q's sq.

And Black's advanced Pawn must eventually be lost.

18. K. takes B.

17. B. takes K. Kt's P.

19. B. takes P.

18. P. takes Kt.

20. B. to Q's 4th.

19. Kt. to Q. B's 3rd.

The correct move is B. to K. B's 4th, retaining the advantage of the Pawn with the better position.

20. Q. R. to K's sq.

Well played. Taking prompt advantage of White's last move.

21. K. R. to Q's 2nd.

The only move to avoid the loss of a Pawn.

21. Q. R. to K's 3rd.

Black might have immediately regained the Pawn by the following line of play, viz:—

22. P. takes Kt. (best).

and then K. R. to K. B's 6th; but they, probably, apprehended danger from the advance of the Queen's Pawn.

22. Q. R. to K's sq.

This, on examination, will be found the correct move.

23. K. to R's 2nd.

24. R. to Kt's 2nd.

25. P. takes Kt.

26. R. to K's 7th.

27. K. to Kt's sq.

28. K. to B's 2nd.

29. K. to K's 2nd.

30. R. to K's 8th (ch.)

22. R. to K. Kt's 3rd (ch.)

23. K. R. to K. B's 6th.

24. Kt. takes B.

25. R. to K. R's 3rd.

26. K's R. takes P. (ch.)

27. R. to R's 8th (ch.)

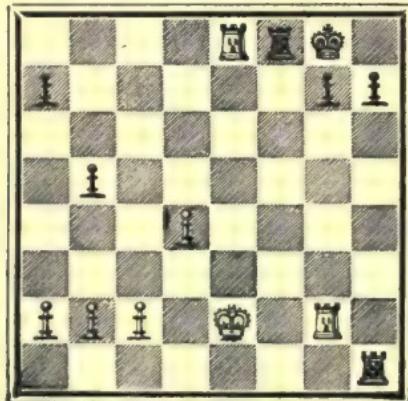
28. R. to K. B's 3rd (ch.)

29. R. to B's 2nd.

30. R. to B's sq.

And the game was, by mutual consent, abandoned as drawn.

BLACK.



WHITE.

THE FOLLOWING THREE GAMES

Were played in the months of October and November, 1858, in Paris; Mr. Morphy's opponents being, in the first instance, MM. St. Amant and F. de L.; in the second, MM. Chamouilet and Allies; and in the third, the Duke of Brunswick and Count Isouard.

GAME I.—GIUOCO PIANO.

M. de St. Amant and F. de L. against Mr. Morphy.

WHITE. (M. de St. A., &c.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to B's 3rd.	4. Kt. to B's 3rd.
5. P. to Q's 4th.	5. P. takes P.
6. P. takes P.	

P. to K's 5th is the correct move, the one made renders the maintenance of the centre Pawns impossible.

7. B. to Q's 2nd..	6. B. to Kt's 5th (ch.)
8. Kt. takes B.	7. B. takes B. (ch.)

The strength of the first player's opening, in the Giuoco Piano, lies in the position of his Royal Pawns, which he should endeavour to sustain as long as possible. This move breaks them up, leaves the isolated Queen's Pawn weak, and gives Black the preferable game.

9. P. takes P.	9. Kt. takes P.
10. Castles.	10. Castles.
11. P. to K. R's 3rd.	11. Kt. to B's 5th.
12. K. to R's 2nd.	

Unnecessarily sacrificing an important Pawn; Kt. to Kt's 3rd is White's proper move.

13. Kt. takes Kt.	12. Kt. takes P.
	13. Q. takes Kt.

14. Q. to B's 2nd.

14. Q. to Q's 3rd.

15. K. to R's sq.

We believe that Kt. to K's 4th would have been better play.

16. Q. to B's 3rd.

15. Q. to K. R's 3rd.

17. K. to R's 2nd.

16. B. to B's 4th.

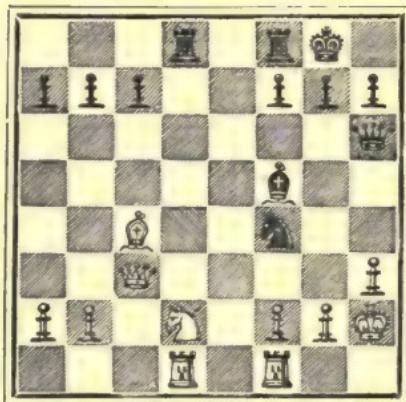
18. Q. R. to Q's sq.

17. Q. R. to Q's sq.

18. B. takes P.

The key move of a very fine combination, which may be studied from the accompanying diagram :—

BLACK.



WHITE.

19. P. takes B.

19. R. to Q's 6th.

20. Q. takes R.

20. Kt. takes Q.

21. B. takes Kt.

21. Q. to Q's 3rd (ch.)

22. P. to B's 4th.

22. Q. takes B.

And wins.

GAME II.—PHILIDOR'S DEFENCE.

Mr. Morphy against the Duke of Brunswick and Count Isouard.

WHITE. (Mr. M.)

1. P. to K's 4th.

BLACK. (Duke of B., &c.)

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

2. P. to Q's 3rd.

3. P. to Q's 4th.

3. B. to Kt's 5th.

4. P. takes P.

4. B. takes Kt.

5. Q. takes B.

5. P. takes P.

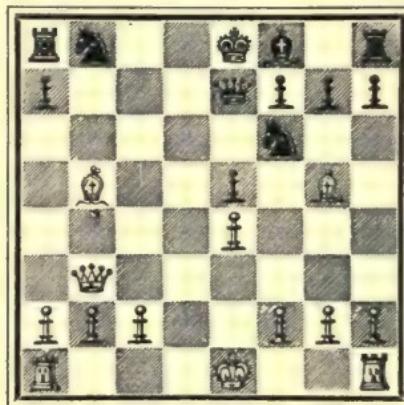
6. B. to Q. B's 4th. 6. Kt. to K. B's 3rd.
 7. Q. to Q. Kt's 3rd. 7. Q. to K's 2nd.
 8. Kt. to B's 3rd.

B. takes P. (ch.), followed by Q. takes Kt's P., might have been played with advantage, but the line of play adopted by Mr. Morphy led to something much more decisive.

8. P. to B's 3rd.
 9. B. to K. Kt's 5th. 9. P. to Q. Kt's 4th.
 10. Kt. takes P. 10. P. takes Kt.
 11. B. takes Kt's P. (ch.)

The natural move here was B. to Q's 5th, and most players would have adopted it, but, as will be seen on an examination of the annexed diagram, the young champion devised a scheme of attack altogether superior to the one suggested:—

BLACK.



WHITE.

11. Q. Kt. to Q's 2nd.
 12. Castles (Q. R.) 12. R. to Q's sq.
 Can any better move be found?
 13. R. takes Kt. 13. R. takes R.
 14. R. to Q's sq. 14. Q. to K's 3rd.
 There is no other resource.

15. B. takes R. (ch.) 15. Kt. takes B.
 16. Q. to Kt's 8th (ch.)

This sacrifice adds greatly to the beauty of the whole combination, and produces a most artistic finish. The student will do well to look closely into Mr. Morphy's 10th move and those that follow, which display a depth and accuracy to which too high praise cannot be awarded.

16. Kt. takes Q.
 17. R. to Q's 8th. Mate.

GAME III.—FRENCH OPENING.

Mr. Morphy against M. Chamouillet and Allies.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. takes P.
4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.
6. Castles.
7. Kt. to B's 3rd.
8. P. takes P.
9. B. to K. Kt's 5th.
10. Q. to Q's 2nd.
11. Q. R. to Q's sq.
12. K. R. to K's sq.
13. Q. to B's 4th.
14. Q. to K. R's 4th.
15. P. to K. Kt's 4th.

BLACK. (M. C., &c.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. takes P.
4. Kt. to K. B's 3rd.
5. B. to Q's 3rd.
6. Castles.
7. P. to B's 4th.
8. B. takes P.
9. B. to K's 3rd.
10. Kt. to B's 3rd.
11. B. to K's 2nd.
12. P. to Q. R's 3rd.
13. Kt. to K. R's 4th.
14. P. to K. Kt's 3rd.
15. Kt. to B's 3rd.

Kt. to K. Kt's 2nd appears a stronger move.

16. P. to K. R's 3rd.
17. P. to R's 3rd.
18. Kt. to K's 2nd.

16. R. to Q. B's sq.
17. R. to K's sq.

This Knight now promises to exert great influence.

19. Kt. to B's 4th.

18. P. to K. R's 4th.
19. Kt. to K. R's 2nd.

A weak move; but White's game is already far superior to Black's.

20. Kt. takes B.

The correct move; but one the consequences of which it would seem the allies had altogether overlooked.

21. R. takes P.
22. R. takes P. (ch.)

20. P. takes Kt.
21. B. takes B.

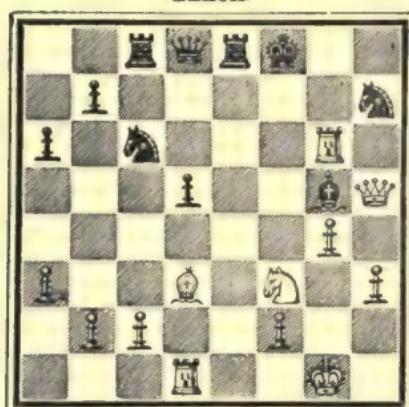
The decisive coup.

23. Q. takes P.

22. K. to B's sq.

Remarkably accurate, considering the circumstances under which the game was conducted. A diagram of the position here is given in the following page:—

BLACK.



WHITE.

23. R. to B's 2nd.

24. Kt. takes B.

24. K. R. to K's 2nd.

Had Black taken Kt. with Kt., White would have easily won by Q. to K. R's 6th (ch.), &c.

25. Q. to R's 6th (ch.)

25. K. to K's sq.

26. R. to Kt's 8th (ch.)

And mates in three moves.

The game following was played in New York in the month of October, 1857, during the American Chess Congress:—

TWO KNIGHTS' DEFENCE.

Messrs. Fiske, Perrin and W. L. Fuller, against Mr. Morphy

WHITE. (The Allies.)

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

3. B. to B's 4th.

4. Kt. to Kt's 5th.

5. P. takes P.

6. P. to Q's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. Kt. to B's 3rd.

4. P. to Q's 4th.

5. Kt. to Q. R's 4th.

This move, first suggested we believe in the Magdebourg "Schachzeitung," is barely noticed in the German "Handbuch."

6. P. to K. R's 3rd.

Heydebrandt gives B. to Q. B's 4th here.

7. Kt. to K. B's 3rd.

7. P. to K's 5th.

8. Q. to K's 2nd.

8. Kt. takes B.

9. P. takes Kt.

9. B. to Q. B's 4th.

10. P. to K. R's 3rd.

Properly played; as Black, by Castling, would otherwise have obtained an overwhelming attack.

10. Castles.

11. Kt. to R's 2nd.

It was, of course, with the object of bringing the Knight here, that White played as they did on the previous move.

11. Kt. to R's 2nd.

P. to K's 6th would have produced an interesting variation: thus—

12. B. takes P. (best.)*

11. P. to K's 6th.

13. P. takes B.

12. B. takes B.

14. Castles.

13. Kt. to K's 5th.

15. Q. to B's 3rd.

14. Kt. to Kt's 6th.

16. Kt. takes Kt.

15. Kt. takes R.

With two Pawns the better, and Mr. Morphy was consequently right in his rejection of the move noticed.

12. B. to K's 3rd.

12. B. to Q's 3rd.

13. Castles.

13. Q. to R's 5th.

14. P. to B's 4th.

Well played.

15. Kt. takes P.

14. P. takes P. (*en passant.*)

16. Kt. to B's 3rd.

15. Q. to R's 4th.

17. Q. to B's 2nd.

16. R. to K's sq.

18. B. to Q's 4th.

17. Kt. to B's 3rd.

19. Kt. takes Kt.

18. Kt. to K's 5th.

20. Q. R. to K's sq.

19. R. takes Kt.

21. R. takes R.

20. B. to K. B's 4th.

P. to K. Kt's 4th would have lost a Pawn, in proof of which we subjoin the following variation—

* If—

12. P. takes P.

12. Kt. to K's 5th, &c.

Any other move would seriously compromise the game.

21. P. to K. Kt's 4th.
 22. R. takes R.
 23. Q. to Kt's 2nd.
 24. K. takes Q.

21. Q. takes R's P.*
 22. B. takes R.
 23. Q. takes Q. (ch.)
 24. B. takes P., &c.

21. B. takes R.
 22. Kt. to R's 4th.

The Editor of the "Chess Monthly" observes that P. to K. B's 4th should have been preferred.

23. P. to B's 5th.
 24. B. takes B.
 25. P. to B's 4th.

23. B. to K's 4th.
 24. Q. takes B.
 25. P. to K. Kt's 4th.

B. to Q's 6th would have availed nothing, as White would have replied with R. to K's sq., &c. The move adopted is a very good one.

26. Kt. to B's 3rd.
 27. P. takes B.

26. B. takes Kt.
 27. R. to K's sq.

* The only correct move, for if—

21. B. takes P.

22. R. takes R.

And wins.

And if—

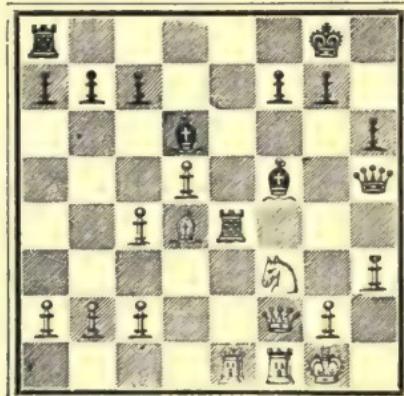
22. P. takes R.
 23. Q. to Kt's 2nd.

21. R. takes P.

22. B. takes P.

With a better game. Reference to the diagram, showing the situation of the pieces at this juncture, will enable the student to verify our assertion :—

BLACK.



WHITE.

- | | |
|---------------------|-------------------------|
| 28. P. to B's 4th. | 28. Q. to K's 6th. |
| 29. P. takes P. | 29. P. takes P. |
| 30. Q. takes Q. | 30. R. takes Q. |
| 31. K. to Kt's 2nd. | 31. K. to Kt's 2nd. |
| 32. P. to Q's 6th. | 32. P. takes P. |
| 33. P. takes P. | 33. R. to Q's 6th. |
| 34. P. to B's 5th. | 34. K. to Kt's 3rd. |
| 35. R. to B's 3rd. | 35. R. to Q's 7th (ch.) |
| 36. K. to Kt's 3rd. | 36. P. to B's 4th. |
| 37. R. to Kt's 3rd. | 37. P. to B's 5th (ch.) |
| 38. K. to B's 3rd. | 38. R. to R's 7th. |
| 39. P. to Q's 7th. | 39. R. takes P. (ch.) |
| 40. K. to K's 4th. | 40. R. to R's sq: |
| 41. R. takes P. | 41. K. to B's 3rd. |
| 42. R. to B's 7th. | 42. K. to K's 2nd. |
| 43. R. to B's 8th. | 43. R. to Q's sq. |
| 44. R. takes R. | |

This, though it threatens mate in a few moves, loses time, as the King is obliged to retreat again after Black's reply. P. to B's 6th instead, is the correct play.

- | | |
|---------------------|--------------------|
| 45. P. to B's 6th. | 44. K. takes R. |
| 46. K. to Q's 5th. | 45. P. to R's 4th. |
| 47. K. to K's 4th. | 46. K. to K's 2nd. |
| 48. P. to Kt's 3rd. | 47. K. to Q's sq. |
| 49. P. to R's 3rd. | 48. K. to K's 2nd. |
| 50. P. to Kt's 4th. | 49. K. to Q's sq |

And Black resigned.



BOOK IV.

SIMULTANEOUS GAMES.

ON one occasion, during Mr. Morphy's stay in London, he undertook, at the request of Mr. Löwenthal, to put his Chess powers to the singular and trying test of playing five games simultaneously, against five of the best players in the metropolis,—not blindfold, but having his opponents arranged at their several boards before him. This extraordinary quintuple contest took place accordingly at the St. James's Chess Club, on the evening of the 26th of April, 1859; the players chosen to contend against the American being as follows:—M. A. de Rivière, Mr. Boden, Mr. Barnes, Mr. Bird, and Mr. Löwenthal.

Owing to the length of time which some of these games lasted, and the difficulty of giving full attention to every board whilst moving to and fro, there very naturally occurred, in one or two of the *parties* certain instances of slight inadvertence and inaccuracy on the part of the American champion, and the same may be observed here and there in the play of his antagonists. Nevertheless, on the whole, these five games are exceedingly interesting and instructive, and we can only wonder that the play of Mr. Morphy, in such disadvantageous circumstances, should exhibit so much force and precision.

The St. James's Club-room presented, on the evening of this occasion, a brilliant assemblage of almost all the principal chess-amateurs of London, and the last of the battles was not concluded until a very late hour.

The result of these spirited jousts was that Mr. Morphy won two of the games, against Mr. Bird and M. de Rivière; drew two more, with Mr. Boden and Mr. Löwenthal; and lost in only one instance, with Mr. Barnes.

BOARD No. 1.—Two KNIGHTS' DEFENCE.

M. de Rivière and Mr. Morphy.

WHITE. (M. de R.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to K. B's 3rd.

As Mr. Morphy much prefers attacking to defending, he chooses this mode of play in order to obtain the Cozio Counter attack.

4. Kt. to Kt's 5th.
5. P. takes P.
6. P. to Q's 3rd.

4. P. to Q's 4th.
5. Kt. to Q. R's 4th.

This move has the recommendation of being much less hazardous than the checking with K's B. and subsequently moving Q. to K. B's 3rd, as recommended in the books.

7. Kt. to K. B's 3rd.
8. Q. to K's 2nd.

6. P. to K. R's 3rd.
7. P. to K's 5th.
8. Kt. takes B.

Analysis has convinced us that this move, at the present juncture, only strengthens White's game.

9. P. takes Kt.
10. P. to K. R's 3rd.
11. Kt. to R's 2nd.
12. Kt. to Q. B's 3rd.
13. B. to K's 3rd.
14. Q. to Q's 2nd.

9. B. to Q. B's 4th.
10. Castles.
11. Kt. to R's 2nd.
12. P. to K. B's 4th.
13. B. to Q. Kt's 5th.

Had White moved B. to Q's 4th, Black could have played P. to Q. B's 4th, and then R. to K's sq., gaining time, and threatening to double the Pawns on White's Queen's side very disadvantageously.

15. P. to K. Kt's 3rd.
16. P. to R's 3rd.
17. Kt. to K's 2nd.

14. B. to Q's 2nd.
15. Q. to K's 2nd.
16. B. to Q's 3rd.
17. P. to Q. Kt's 4th.

18. P. takes P.
 19. Kt. to Q's 4th.
 20. Kt. to K's 6th.
 21. Q. to Q's 4th.

18. B. takes P.
 19. B. to Q. B's 5th
 20. K. R. to K's sq.
 21. B. to Q. R's 3rd.

Had Black captured Q's P. with B., White would have taken K. Kt's P with Kt., maintaining his Pawn and having a better game.

22. P. to Q. B's 4th.

22. P. to B's 4th.

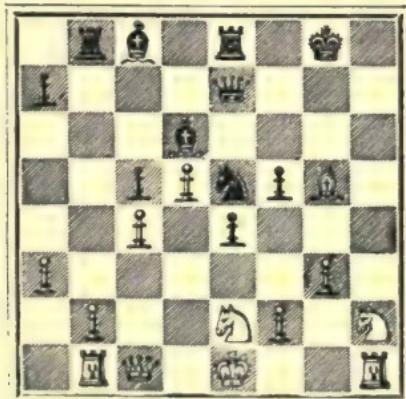
Playing this Pawn one square appears to present some advantages; but the consequences of White's immediately advancing his P. to Q. B's 5th were so various and complex, that we do not wonder at Black's preferring a less perplexed line of play.

23. Q. to B's 3rd.
 24. Kt. to B's 4th.
 25. R. to Q. Kt's sq
 26. Kt. to K's 2nd.
 27. P. to K. R's 4th.
 28. P. takes P.
 29. Q. to Q. B's sq.
 30. B. takes Kt's P.

23. B. to Q. B's sq.
 24. R. to Q. Kt's sq.
 25. P. to Kt's 4th.
 26. Kt. to B's sq.
 27. Kt. to Kt's 3rd.
 28. P. takes P.
 29. Kt. to K's 4th.

Very well played, threatening, if Black capture Q. and then Kt., to take the Q. and B. in return, remaining with an attack on Black's Q's R.

BLACK.



WHITE.

31. K. to B's sq.
 32. Q. to Q's 2nd.

30. Kt. to Q's 6th (ch.)
 31. Q. to K. Kt's 2nd.
 32. Kt. takes Kt's P.

33. Q. to B's 2nd. 33. B. to R's 3rd.
 34. B. to B's sq. 34. Kt. takes P.
 35. Q. to R's 4th. 35. Kt. to Q's 7th (ch.)

All these moves are singularly beautiful and interesting.

36. K. to Kt's 2nd.

Much better than taking the Kt. with B, for in that case, Black would have taken R. with R. (ch.), and then moved B. to Q. Kt's 4th.

37. Q. takes B.
 38. Q. to R's 4th.
 39. Kt. to K. B's sq.
 40. Kt. to K's 3rd.
36. Kt. takes R.
 37. R. to Kt's 3rd.
 38. K. R. to Kt's sq.
 39. B. to K's 4th.

These moves with the Kt. are remarkably clever, and are replied to with equal tact by Mr. Morphy.

41. Kt. takes P.
 42. Kt. to B's 5th.
 43. B. takes B.
 44. B. takes R.
 45. Q. takes R's P.
 46. Q. takes B's P.
 47. K. to Kt's sq.
 48. R. to R's 4th.
 49. K. to R's 2nd.
 50. Q. takes Q.
 51. K. to R's 3rd.
 52. K. to Kt's 4th.
 53. K. to R's 5th.
 54. R. to K's 4th.
40. P. to K. B's 5th.
 41. B. takes Kt.
 42. Q. to K. B's 2nd.
 43. Q. takes Kt.
 44. R. takes B.
 45. R. to K. B's sq.
 46. Q. to B's 6th (ch.)
 47. Kt. to B's 6th.
 48. Kt. to K's 7th (ch.)
 49. Q. takes B's P. (ch.)
 50. R. takes Q. (ch.)
 51. Kt. to Kt's 8th (ch.)
 52. P. to K's 6th.
 53. P. to K's 7th.
 54. R. to B's 8th.

And wins.

BOARD No. 2.—SCOTCH GAMBIT.

Mr. Morphy and Mr. Boden.

- | | |
|------------------------|------------------------|
| WHITE. (Mr. M.) | BLACK. (Mr. B.) |
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |

- | | |
|-----------------------|-----------------------|
| 3. P. to Q's 4th. | 3. P. takes P. |
| 4. B. to Q. B's 4th. | 4. B. to B's 4th. |
| 5. Castles. | 5. P. to Q's 3rd. |
| 6. P. to Q's B's 3rd. | 6. Kt. to K. B's 3rd. |
| 7. P. takes P. | 7. B. to Q. Kt's 3rd. |
| 8. Kt. to Q. B's 3rd. | 8. B. to K. Kt's 5th. |
| 9. B. to K's 3rd. | 9. Castles. |
| 10. Q. to Q's 3rd. | 10. Q. to Q's 2nd. |

Probably the best move on the board, liberating his Rooks, and preventing White's playing P. to K. R's 3rd.

- | | |
|------------------------|------------------------|
| 11. K. Kt. to Q's 2nd. | 11. Q. Kt. to K's 2nd. |
|------------------------|------------------------|

Threatening P. to Q's 4th next time. This opening is extremely well played on both sides.

- | | |
|------------------------|-----------------------|
| 12. B. to Q. Kt's 3rd. | 12. P. to Q's 4th. |
| 13. P. to K's 5th. | 13. Kt. to K's sq. |
| 14. P. to K. R's 3rd. | 14. Q. B. to R's 4th. |
| 15. P. to B's 4th. | 15. P. to K. B's 4th. |

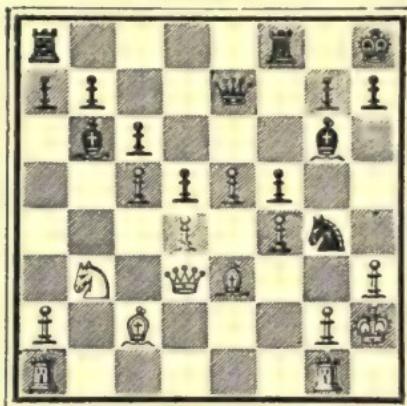
Here the move of Q. to K. B's 4th looks tempting, but Black rejected it on account of the following variation,—

- | | |
|-----------------------|-----------------------|
| 16. Q. takes Q. | 15. Q. to K. B's 4th. |
| 17. Kt. takes Q's P. | 16. Kt. takes Q. |
| 18. Kt. takes Kt. | 17. Kt. takes B. |
| 19. Q. R. to Q's sq. | 18. B. takes Q's P. |
| 20. K. R. to B's 2nd. | 19. Q. R. to Q's sq. |

And Black is now threatened with the loss of his Q's B., which he must lose time in preventing.

- | | |
|----------------------------|---------------------------|
| 16. K. to R's 2nd. | 16. P. to Q. B's 3rd. |
| 17. K. R. to K. Kt's sq. | 17. K. to R's sq. |
| 18. K. B. to B's 2nd. | 18. B. to K. Kt's 3rd. |
| 19. K. Kt. to B's 3rd. | 19. K. Kt. to Q. B's 2nd. |
| 20. P. to Q. Kt's 4th. | 20. K. Kt's to K's 3rd. |
| 21. K. Kt. to Q's 2nd. | 21. Q. Kt. to K. Kt's sq. |
| 22. K. Kt. to Q. Kt's 3rd. | 22. Q. Kt. to K. R's 3rd. |
| 23. Q. Kt. to Q. R's 4th. | 23. Q. to K's 2nd. |
| 24. Q. Kt. to Q. B's 5th. | 24. Kt. takes Kt. |
| 25. Kt. P. takes Kt. | 25. Kt. to Kt's 5th (ch.) |
| 26. K. to R's sq. | |

BLACK.



WHITE.

Had White moved K. to Kt's 3rd, Black's reply would have been K. B. to Q's sq., threatening to win White's Queen if the R's P. capture the Kt., by checking with Q. at R's 5th, and then taking P. with P. (ch.)

26. Q. to K. R's 5th.

27. K. R. to K. B's sq.

White's only move, for Black threatened a forced mate by moving Q. to Kt's 6th.

28. Q. takes Kt.

29. Kt. to Q's 2nd.

30. Kt. to K. B's 3rd.

31. Q. R. to Q. Kt's sq.

32. B. to R's 4th.

33. B. to B's 2nd.

34. K. R. to K. Kt's sq.

35. P. to K. Kt's 4th.

36. P. to K. Kt's 5th.

27. Kt. takes Q's B.

28. B. to Q. B's 2nd.

29. Q. to K's 2nd.

30. Q. R. to K's sq.

31. P. to Q. Kt's 3rd.

32. P. to Q. Kt's 4th.

33. P. to Q. R's 4th.

34. K. B. to Q's sq.

35. Q. to K's 3rd.

Taking P. with P. would have been playing Black's game.

36. K. to Kt's sq.

37. P. to K. R's 4th.

37. P. to K. R's 4th.

This is, of course, a slip, overlooking that White, after taking the Pawn *en passant*, would threaten to take B. with R., pinning the Q. if she retook. Instead of the move made, Black should have played B. to K. R's 4th.

38. P. takes P. (*en passant*.) 38. K. R. to B's 2nd.

39. K. R. to Kt's 2nd.
40. Q. R. to K. Kt's sq.

This, like Black's 37th move, is also a mere oversight, as White clearly ought first to have taken Kt's P. with R. or P.

It is only just to both players to mention that the latter moves of the game were played hastily, and at a very late hour.

41. Kt. to Kt's 5th.
42. R's P. takes B.

The only move to avoid the loss of the Bishop, and threatening White with mate on the move.

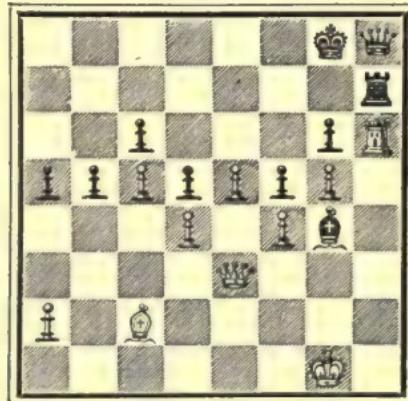
43. R. to R's 2nd.
44. R. to K. Kt's 3rd.
45. Q. R. to R's 3rd.
46. K. to Kt's sq.
47. R. to R's 6th.
48. R. takes R.

39. Q. B. to K. R's 4th.
40. Q. takes R's P.
41. K. B. takes Kt.
42. Q. to K. R's sq.

43. P. to Kt's 3rd.
44. R. to K. R's 2nd.
45. Q. R. to K's 2nd.
46. B. to Kt's 5th.
47. R. takes R.
48. R. to K. R's 2nd.

Black's correct move here is Q. to K. Kt's 2nd.

BLACK.



WHITE.

49. R. takes P. (ch.)

Had the concluding moves been made as carefully as the early ones, probably neither player would have overlooked that, in this position, White can win by advancing his P. to K's 6th.

We append a diagram, with variations, showing the winning effect of White's playing 49. P. to K's 6th. Suppose,

49. P. to K's 6th.

49. K. to B's sq.

If Black play instead 49. R. takes R., White P. retakes R., and on K. moving to B., as best, White moves Q. to K's 5th, and wins easily.

50. R. takes R.

50. Q. takes R.

51. Q. to K's 5th.

51. Q. to R's 6th.

If Black, instead, move his Q. to any square on the second line, he either loses his Q., or is mated in a few moves, and if he move the King, he equally loses Q., or allows White's K's P. to Queen.

52. Q. to K. B's 6th (ch.)

52. K. to Kt's sq.

53. Q. takes Kt's P. (ch.)

53. K. to R's sq.

54. Q. to R's 6th (ch.)

And wins.

49. K. to B's 2nd.

50. R. to R's 6th.

Had White here played R. to K. B's 6th (ch.), and followed that with 50. Q. to K. Kt's 3rd, Black would have won the game by playing R. to R's 8th (ch.), and then R. to Q. B's 8th.

50. R. takes R.

51. P. takes R.

51. Q. takes P.

And the game was drawn.

We have taken the liberty of incorporating the accurate notes by Mr. Boden (which accompany this game in the "Field" of that date) with our own analysis and observations thereupon.

✓ BOARD No. 3.—PETROFF'S DEFENCE.

Mr. Morphy and Mr. Barnes.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B to B's 4th.
4. Kt. to B's 3rd.
5. Q's P. takes Kt.
6. Castles.
7. Kt. to R's 4th.
8. Q. to R's 5th (ch.)
9. P. to B's 4th.
10. B. takes B.
11. P. takes P.
12. Kt. to Kt's 6th.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. Kt. takes P.
4. Kt. takes Kt.
5. P. to K. B's 3rd.
6. Q. to K's 2nd.
7. P. to Q's 3rd.
8. K. to Q's sq.
9. B. to K's 3rd.
10. Q. takes B.
11. Q. P. takes P.
12. B. to B's 4th (ch.)

Playing Q. to K. B's 2nd, or to K's sq., would only lose the exchange, as White would rejoin with Q. to Q's sq. (ch.), and then capture R.

- | | |
|------------------------|---------------------|
| 13. K. to R's sq. | 13. R. to K's sq. |
| 14. Q. takes R's P. | 14. Q. to Kt's sq. |
| 15. Q. to R's 5th. | 15. Kt. to Q's 2nd. |
| 16. P. to Q. Kt's 4th. | 16. B. to Q's 3rd. |
| 17. B. to Q's 2nd. | |

Intending, probably, to advance P. to Q. B's 4th; but it would have been much stronger play to post this B. at K's 3rd.

- | | |
|---------------------|----------------------|
| 18. Q. to Kt's 4th. | 17. Q. to B's 2nd. |
| 19. Q. to K's 4th. | 18. Q. to K's 3rd. |
| | 19. Kt. to Kt's 3rd. |

A very subtle, clever move, the true motive of which White entirely overlooked.

20. Q. takes Kt's P.

Curiously enough, this move, as Black foresaw, costs White his Kt.

- | | |
|-----------------------|----------------------|
| 21. P. to Q. R's 4th. | 20. Q. to Kt's 5th. |
| 22. Q. R. to Q's sq. | 21. R. to Q. B's sq. |
| 23. B. to K's 3rd. | 22. Q. takes Kt. |
| 24. Q. to B's 6th. | 23. Kt. to B's 5th. |
| | 24. Q. to B's 2nd. |

Had Black taken B. with Kt., White would have captured B. with R. (ch.), at least regaining the piece, with an attacking situation.

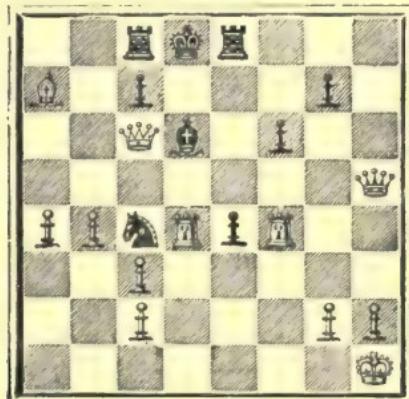
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|--------------------|--------------------|
| 25. B. takes P. | 25. P. to K's 5th. |
| 26. R. to Q's 4th. | 26. Q. to R's 4th. |

Menacing mate, and capitally played.

27. R. to B's 4th.

On examination, it will be found that any other move loses the game quickly.

BLACK.



WHITE.

28. P. to Kt's 4th.

27. P. to K's 6th.

28. P. to K's 7th.

The timely march of this Pawn decides the game, and is effected in excellent style. White has no choice but to take the Queen.

29. P. takes Q.

29. P. to K's 8th, becoming Q. (ch.)

30. K. to Kt's 2nd.

30. R. to K's 7th (ch.)

31. K. to R's 3rd.

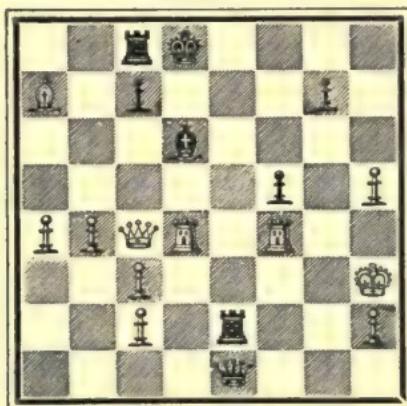
31. P. to K. B's 4th.

32. Q. takes Kt.

32. Q. to B's 8th (ch.)

An uncommonly beautiful move; if White takes Queen, Black gives mate at once.

BLACK.



WHITE.

33. K. to R's 4th.

33. R. takes P. (ch.)

34. K. to Kt's 5th.

34. Q. to Kt's 7th (ch.)

35. R. to Kt's 5th. *41*

35. P. takes R.

36. Q. to B's 7th.

36. Q. to B's 3rd.

37. P. to Kt's 5th.

37. Q. to Q's 2nd.

38. R. takes B.

38. Q. takes R.

And wins.

— — —

BOARD No. 4.—CUNNINGHAM GAMBIT.

Mr. Morphy and Mr. Bird.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. P. takes P.
3. B. to K's 2nd.

Extremely bold play on the part of Mr. Bird, to give such an attack as the Cunningham Gambit to a general like Mr. Morphy.

4. B. to B's 4th.
5. P. to K. Kt's 3rd.
6. Castles.
7. K. to R's sq.
8. B. takes P.
9. B. takes P. (ch.)

4. B. to R's 5th (ch.)
5. P. takes P.
6. P. takes P. (ch.)
7. P. to Q's 4th.
8. Kt. to K. B's 3rd.

Taking B. with Kt. were not so good, as Black, in reply, would capture the K's B. with Kt., leaving White's Kt. *en prise* of his Q.

10. Kt. takes B.
11. R. to K's sq.

R. to K. B's sq. would probably have given Black a better game than the move made.

11. P. to Q's 3rd.
12. Q. to R's 5th (ch.)

A capital move, by which White acquires a splendid attack.

13. R. takes Kt.
 14. Kt. to Q. B's 3rd.
 15. Q. to B's 3rd.
12. K. to Kt's sq.
 13. P. takes R.
 14. R. to K's 4th.
 15. Q. to Q's 2nd.

Retreating the B. would have given White too much time.

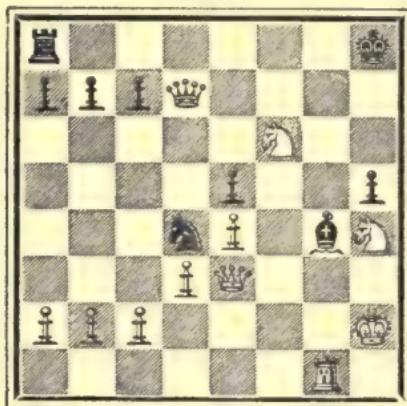
16. B. to K. B's 4th.
16. Kt. to B's 3rd.

Here, again, Black acted wisely in bringing his pieces into play, rather than attempt to save the exchange.

17. K. takes P.
 18. R. to K. Kt's sq.
 19. B. takes R.
 20. Kt. to Q's 5th.
 21. Kt. to B's 6th (ch.)
 22. Q. to K's 3rd.
17. B. to Kt's 5th.
 18. P. to K. R's 4th.
 19. P. takes B.
 20. Kt. to Q's 5th.
 21. K. to R's sq.

This part of the game is very prettily played; and the position is so instructive that we append a diagram:—

BLACK.



WHITE.

- | | |
|-----------------------|--------------------|
| 22. Q. to Kt's 2nd. | |
| 23. Kt. takes P. | 23. Q. to R's 2nd. |
| 24. R. takes B. | 24. Q. takes Kt. |
| 25. Q. to K. R's 3rd. | |

By far the best move on the board; threatening to win his opponent's Queen, and leaving only one line of play open to him.

- | | |
|-----------------------|---------------------|
| 26. P. to Q. B's 3rd. | 25. K. to R's 2nd. |
| 27. R. to Kt's 6th. | 26. Kt. to K's 3rd. |

Kt. to Kt's 6th appears to be White's shortest and simplest mode of winning the game, as it would insure the ultimate gain of the K's P.

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|-------------------|
| 27. R. to K's sq. |
|-------------------|

Checking with Queen at K's 7th is useless.

- | | |
|---------------------|------------------------|
| 28. R. takes Kt. | 28. R. takes R. |
| 29. Q. takes R. | 29. Q. takes Kt. (ch.) |
| 30. Q. to R's 3rd. | 30. Q. takes Q. (ch.) |
| 31. K. takes Q. | 31. P. to Q. B's 4th. |
| 32. K. to Kt's 4th. | 32. K. to Kt's 3rd |
| 33. K. to B's 3rd. | 33. K. to B's 3rd. |
| 34. K. to K's 3rd. | 34. K. to K's 3rd. |
| 35. P. to Q's 4th. | 35. P. takes P. (ch.) |
| 36. P. takes P. | 36. P. takes P. (ch.) |

- | | |
|-------------------------|--------------------|
| 37. K. takes P. | 37. K. to Q's 3rd. |
| 38. P. to K's 5th (ch.) | 38. K. to K's 3rd. |
| 39. K. to K's 4th. | 39. K. to K's 2nd. |
| 40. K. to Q's 5th. | 40. K. to Q's 2nd. |
| 41. P. to K's 6th (ch.) | 41. K. to K's 2nd. |
| 42. K. to K's 5th. | 42. P. to R's 3rd. |
| 43. P. to R's 3rd. | 43. K. to K's sq. |
| 44. K. to Q's 6th. | |

And Black resigns.

BOARD NO. 5.—RUY LOPEZ KNIGHT'S GAME.

Mr. Löwenthal and Mr. Morphy.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. B. to R's 4th.
5. Castles.
6. P. to Q's 4th.
7. P. to K's 5th.
8. B. takes Kt.
9. Q. takes P.

Preferring end-games to any other stages of chess contests, Mr. L. purposely courts exchanges.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to Q. R's 3rd.
4. Kt. to B's 3rd.
5. B. to K's 2nd.
6. P. takes P.
7. Kt. to K's 5th.
8. Q's P. takes B.

9. B. to K. B's 4th.
10. Kt. to B's 3rd.
11. Q. takes Q. (ch.)
12. Kt. to K. R's 4th.
13. Kt. takes B.
14. K. to R's sq.
15. Kt. to Kt's 3rd.
16. R's P. takes Kt.

10. B. to Q. B's 4th.
11. R. takes Q.
12. Kt. takes Kt.
13. Kt. to K's 7th (ch.)
14. P. to K. Kt's 3rd.
15. Kt. takes Kt. (ch.)
16. P. to R's 3rd.

If White had moved B. to K's 3rd instead, Black would probably have taken Kt. with P., in order next time to play R. to Q's 7th.

It is necessary to prevent White from playing his B. to Kt's 5th, and then to B's 6th.

- | | |
|------------------------|-----------------------|
| 17. R. to Q. Kt's sq. | 17. K. to K's 2nd. |
| 18. P. to Q. Kt's 4th. | 18. B. to Q's 5th. |
| 19. P. to K. B's 4th. | 19. K. to K's 3rd. |
| 20. R. to Kt's 3rd. | 20. P. to K. R's 4th. |
| 21. R. to Q's 3rd. | 21. B. to Kt's 3rd. |

Black, it is clear, was threatened with the loss of a piece by White's bringing K's R. to Q's sq.

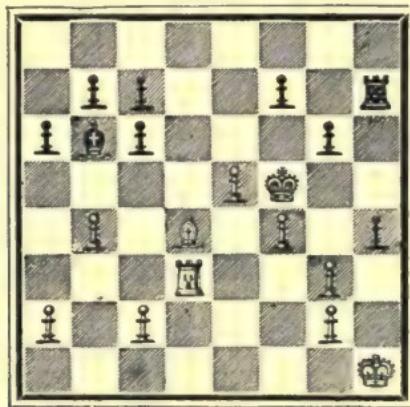
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|----------------------|--------------------|
| 22. K. R. to Q's sq. | 22. R. takes R. |
| 23. R. takes R. | 23. K. to B's 4th. |
| 24. B. to Kt's 2nd. | |

The only perfectly safe move; B. to K's 3rd would have allowed Black at least to take possession of the open file with his R.

- | | |
|--------------------|--------------------|
| 25. B. to Q's 4th. | 24. R. to R's 2nd. |
| | 25. P. to R's 5th. |

Here commences a very pretty and instructive end-game. See diagram:—

BLACK.



WHITE.

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|--------------------|----------------------------|
| 26. B. takes B. | 26. P. takes P. (dis. ch.) |
| 27. K. to Kt's sq. | 27. P. takes B. |
| 28. R. to Q's 7th. | 28. K. to K's 3rd. |

If Black had taken P. with K., white would have pushed P. to K's 6th, with the better game.

- | | |
|-------------------------|--------------------|
| 29. R. takes Q. Kt's P. | 29. R. to R's 5th. |
| 30. R. takes P. | 30. R. takes P. |
| 31. R. takes P. (ch.) | 31. K. takes P. |

32. R. to B's 5th (ch.)
33. R. to K. Kt's 5th.

The best move on the board.

- | | |
|--------------------------|-----------------------|
| 34. R. takes P. | 33. R. takes P. |
| 35. P. to Q. R's 3rd. | 34. R. to Q. R's 5th. |
| 36. R. to Q's 3rd (ch.) | 35. R. to Q. B's 5th. |
| 37. R. to Q. Kt's 3rd. | 36. K. to K's 3rd. |
| 38. R. to Kt's 6th (ch.) | 37. R. takes P. |
| 39. R. takes Q. R's P. | 38. K. to B's 4th. |
| 40. R. to Q. Kt's 6th. | 39. P. to Kt's 4th. |
| 41. R. to Kt's 3rd. | 40. R. to R's 7th. |
| 42. R. to Kt's 5th (ch.) | 41. P. to Kt's 5th. |
| 43. R. to Kt's 3rd. | 42. K. to B's 5th. |
| | 43. P. to B's 4th. |

If Black here play P. to Kt's 6th, White moves R. to K. F's 3rd (ch.) and then takes K. B's P.

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|--------------------------|--------------------|
| 44. P. to Kt's 3rd (ch.) | 44. K. to K's 5th. |
| 45. K. to B's sq. | 45. K. to K's 4th. |
| 46. K. to Kt's sq. | 46. P. to B's 5th. |
| 47. R. to Kt's 4th. | |

And the game was drawn.



BOOK V.

CASUAL GAMES.

MISCELLANEOUS GAMES WITH VARIOUS PLAYERS.

THE following games were played in England, France, and America, by Mr. Morphy against various skilful antagonists, among whom were Messrs. Anderssen, Barnes, Boden, Bird, and Laroche. In some of the games played with other opponents, it must be evident that the contest was very unequal, and that Mr. Morphy could have given several of his adversaries odds.

GAME I.—KING'S BISHOP'S GAMBIT.

Mr. Morphy and Mr. Anderssen.

WHITE. (Mr. A.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to B's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. Kt. to K. B's 3rd.

This is a novelty, and, originating with so talented a master, is deserving of consideration. The defences at this juncture are most numerous. Gianutio, 1597, gives P. to K. B's 4th, and this move had the high sanction of Philidor. P. to Q. Kt's 4th was recommended by Kieseritzky, and P. to Q's 4th has also been played with effect. See "Chess Player's Chronicle," vol. i, p. 337. For the rest, viz., P. to K. Kt's 4th, P. to Q. B's 3rd, B. to Q. B's 4th, Q. to K. B's 3rd, P. to K. R's 4th, B. to K's 2nd, Q. to R's 5th (ch.), and P. to Q's 3rd, they have been carefully examined and pronounced inferior by such authorities as Staunton, Heydebrandt, Lange, Jaenisch, and Kieseritzky, and we are glad therefore to find this addition to the defences named.

4. P. to K's 5th.

If White here to play Q. to K's 2nd, there arises a position similar to one that occurs in the Ruy Lopez Knight's Opening.

- | | |
|-----------------------|-----------------------|
| 5. B. to Q. Kt's 3rd. | 4. P. to Q's 4th. |
| 6. Kt. to K. B's 3rd. | 5. Kt. to K's 5th. |
| 7. Castles. | 6. B. to K. Kt's 5th. |
| 8. B. to R's 4th. | 7. Kt. to Q. B's 3rd. |

Best; White was no doubt apprehensive of the attack of B. to Q. B's 4th (ch.), and the text move seems the only one to avert it. If P. to Q's 4th, Black might have captured the Pawn with impunity, as White dare not take the Knight, or the loss of his Queen would immediately follow.

- | | |
|------------------------|-----------------------|
| 9. B. takes Kt. (ch.) | 8. P. to K. Kt's 4th. |
| 10. P. to Q's 4th. | 9. P. takes B. |
| 11. P. to B's 3rd. | 10. P. to Q. B's 4th. |
| 12. P. to Q. Kt's 4th. | 11. B. to K's 2nd. |
| 13. P. takes P. | 12. P. takes Kt's P. |
| 14. Q. to Kt's 3rd. | 13. Castles. |

If P. to Q. R's 3rd, Black would have played P. to Q. R's 4th, and had a good position.

14. R. to Q. Kt's sq.

Very well played, gaining a fine attack.

- | | |
|---|-----------------------|
| 15. P. to Q. R's 3rd. | 15. P. to Q. B's 4th. |
| Following up his game in dashing style. | |
| 16. Kt. to B's 3rd. | 16. Kt. takes Kt. |
| 17. Q. takes Kt. | 17. P. takes Kt's P. |
| 18. P. takes P. | 18. B. takes P. |
| 19. Q. to Q's 3rd. | 19. P. to Q. R's 4th. |
| 20. P. to R's 4th. | 20. P. to R's 3rd. |
| 21. P. takes P. | 21. P. takes P. |
| 22. P. to Kt's 3rd. | 22. R. to Kt's 3rd. |
| 23. R. to R's 2nd. | |

With the view of bringing the R. to K. Kt's 2nd or R's 2nd.

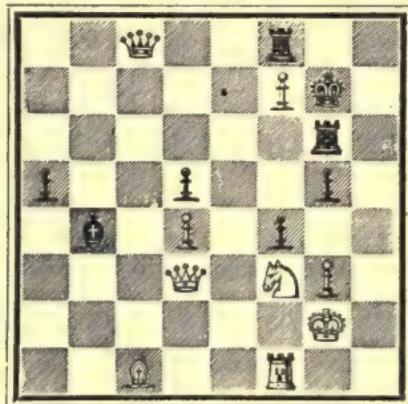
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|------------------------|------------------------|
| 24. R. to K. Kt's 2nd. | 23. R. to K. Kt's 3rd. |
| 25. P. to K's 6th. | 24. B. to K. R's 6th. |
| | 25. B. takes R. |

26. P. takes P. (ch.)
27. K. takes B.

26. K. to Kt's 2nd.
27. Q. to Q. B's sq.

An excellent move. The effect of which is perceptible almost immediately. The position is fully worthy of the diagram appended:—

BLACK.



WHITE.

28. Kt. to K's 5th.
29. P. takes P.

28. R. to R's 3rd.
29. K. R. to R's sq.

The attack is now irresistible.

30. P. takes P.
31. K. to Kt's sq.
32. K. to B's 2nd.
33. K. to K's 3rd.

30. R. to R's 7th (ch.)
31. R. to R's 8th (ch.)
32. K. R. to R's 7th (ch.)

It is now apparent, if the King had been played to B's 3rd or to Kt's 3rd, that Black, by checking at K. R's 6th, would have won the Queen; all this Mr. Morphy unquestionably foresaw on his 27th move, which makes the combination then commenced the more remarkable.

34. Kt. to B's 3rd.
35. R. takes R.

33. R. to R's 6th (ch.)
34. R. takes Kt. (ch.)
35. Q. takes R. (ch.)

And mates in two moves.

GAME II.—ALLGAIER GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. Kt. takes Kt's P.
7. P. to Q's 3rd.
8. B. takes P.

BLACK. (Mr. A.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.
5. Kt. to K. B's 3rd.
6. Kt. takes P.
7. Kt. to Kt's 6th.
8. Kt. takes R.

This is Black's best move, in Mr. Morphy's opinion; for if Black play 8. Q. to K's 2nd (ch.), as recommended in the books, White obtains a fine game, as follows:—

9. B. to K's 2nd.
10. Q. to Q's 2nd.*
11. Kt. takes Q.
12. B. to K's 5th.
13. Kt. takes P. (ch.)
8. Q. to K's 2nd (ch.)
9. Q. to Kt's 5th (ch.)
10. Q. takes Q.
11. Kt. takes R.
12. P. to K. B's 3rd (best).

And White has a very fine game.

9. Q. to K's 2nd (ch.)
10. Kt. to B's 6th (ch.)
11. B. takes P. (ch.)
12. Kt. to Q's 5th (ch.)
13. Kt. takes Q.
14. Q. to Kt's 4th.
9. Q. to K's 2nd.
10. K. to Q's sq.
11. K. takes B.
12. K. to Q's sq.
13. B. takes Kt.
14. P. to Q's 3rd.

We should have preferred playing R. to K's sq.

15. Q. to K. B's 4th.
16. Q. takes B's P.
17. K. to Q's 2nd.
18. Kt. to R's 3rd.
15. R. to Kt's sq.
16. B. takes P. (ch.)
17. R. to K's sq.
18. Kt. to R's 3rd.

Black should now have played the Kt. to Kt's 6th, and if White in reply had moved Kt. to Kt's 5th, Black might have moved 19. B. to K's 2nd, remaining with a full equivalent for his lost Queen.

* The book move for White here has hitherto been 10. B. to Q's 2nd, in which case Black replies with Q. to Q. Kt's 3rd, having a good game; but the move of 10. Q. to Q's 2nd, invented by Mr. Baucher, and endorsed by our leading players, gives White the best of it.

Mr. Morphy, however, has remarked to us that if White, at his 19th move, had taken the Rook's Pawn with Queen, the game would have been an even one.

- | | |
|-------------------------|--------------------|
| 19. Q. to R's 5th. | 19. B. to B's 3rd. |
| 20. Q. takes Kt. | 20. B. takes P. |
| 21. Q. to R's 4th (ch.) | 21. K. to Q's 2nd. |
| 22. R. to Kt's sq. | |

And wins.

GAME III.—ALLGAIER GAMBIT.

Between the same players.

WHITE. (Mr. A.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. Kt. takes Kt's P.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.
5. Kt. to K. B's 3rd.
6. P. to Q's 4th.

This is a deviation from the ordinary line of play, in which Black moves 6. Kt. takes K's P.; the present move was first adopted by M. De Reviere, and is one well worth attention.

- | | |
|------------------------|-----------------------|
| 7. Kt. takes Kt. (ch.) | 7. Q. takes Kt. |
| 8. Kt. to B's 3rd. | 8. Q. to K. Kt's 3rd. |
| 9. Q. to B's 3rd. | |

White has no better move.

9. B. to Q's 3rd.

10. B. to Q's 3rd.

White might have taken the Queen's Pawn with Knight, for if Black had answered with B. to K. Kt's 5th, White would have captured the Bishop with Queen, coming off with a clear piece.

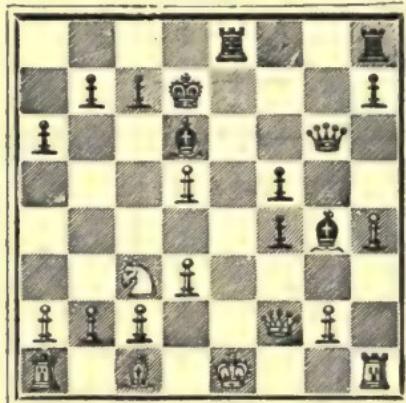
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|------------------------|------------------------|
| 11. Q. to B's 2nd. | 10. B. to K. Kt's 5th. |
| 12. P. takes P. | 11. Kt. to Q's 2nd. |
| 13. B. to Q. Kt's 5th. | 12. P. to K. B's 4th. |
| 14. B. takes Kt. (ch.) | 13. P. to Q. R's 3rd. |

Bad, as it affords Black an opportunity of bringing the Queen's Rook into play. B. to K's 2nd would have been better, but in any case White's position was not an enviable one.

14. K. takes B.
 15. P. to Q's 3rd. 15. Q. R. to K's sq. (ch.)

The winning move and the natural sequence to the weak play of White, mentioned in the foregoing note. The position is interesting, and may be examined by the diagram annexed.

BLACK.



WHITE.

16. K. to B's sq.
 17. R. to R's 2nd.

16. K. R. to Kt's sq.

Had the Pawn been captured by the Bishop, Black would, after the exchanges, have played B. to K's 7th (ch.), winning with ease.

18. P. to K. Kt's 3rd.
 19. B. to Kt's 5th.

17. P. to B's 6th.
 18. B. to R's 4th.

If—

19. B. to B's 4th.
 20. P. takes B.
 21. Kt. takes R.
 22. K. to K's sq.

19. B. takes B.
 20. R. to K's 7th.
 21. P. takes Kt. (ch.)
 22. Q. to Kt's 8th (ch.)

And must win. The last two notes we owe to Mr. Morphy.

20. Q. to R's 7th.
 21. Kt. to R's 4th.
 22. Q. takes Kt's P.

19. P. to R's 3rd.
 20. P. takes B.
 21. P. takes P.
 22. P. takes P.

And wins.

GAME IV.—KING'S KNIGHT'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. B. to B's 4th.
5. Castles.

BLACK. (Mr. A.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to K. Kt's 2nd.

The "Handbook" remarks that it is a matter of no moment whether White Castle here, or play P. to Q's 4th, for the transposition of these moves produces the same result; but Mr. Morphy has expressed to us his opinion that 5. Castles, followed by P. to Q. B's 3rd, is decidedly to be preferred.

5. P. to Q's 3rd.

6. P. to B's 3rd.
6. Kt. to Q. B's 3rd.

We like 6. P. to K. R's 3rd better.

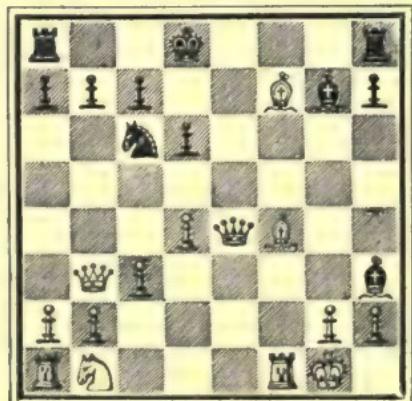
7. Q. to Kt's 3rd.
7. Q. to K's 2nd.
8. P. to Q's 4th.
8. Kt. to K. B's 3rd.

Here, again, P. to K. R's 3rd would have been better play.

9. Kt. takes P.
9. K's Kt. takes P.
10. B. takes P. (ch.)
10. K. to Q's sq.
11. Kt. takes Kt.
11. Q. takes Kt.
12. B. takes P.
12. B. to K. R's 6th.

Ingenious, but Mr. Anderssen evidently overlooked the powerful defence which Mr. Morphy had in reserve. We give a diagram of the position here, which is highly instructive:—

BLACK.



WHITE.

13. P. takes B.

13. Kt. takes P.

14. Kt. to Q's 2nd.

One very remarkable feature in Mr. Morphy's play is, that no matter how intricate the position, he almost invariably discovers the most forcible move: this is very observable in the present instance.

15. K. to B's 2nd.

14. Kt. to K's 7th (ch.)

16. K. takes Kt.

15. Q. takes B. (ch.)

17. Q. R. to K's sq.

16. Q. to Kt's 4th.

18. Q. to Q's 5th.

17. B. to R's 3rd.

19. K. to Q's sq.

18. R. to K's sq. (ch.)

And wins.

GAME V.—KING'S KNIGHT'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

BLACK. (Mr. A.)

1. P. to K's 4th.

1. P. to K's 4th.

2. P. to K. B's 4th.

2. P. takes P.

3. Kt. to K. B's 3rd.

3. P. to K. Kt's 4th.

4. B. to B's 4th.

4. B. to Kt's 2nd.

5. Castles.

5. P. to Q's 3rd.

6. P. to B's 3rd.

6. Kt. to Q. B's 3rd.

7. Q. to Kt's 3rd.

7. Q. to K's 2nd.

If Black play Kt. to R's 4th here, the following variation arises—

8. B. takes P. (ch.)

7. Kt. to R's 4th.

9. Q. to Q's 5th.*

8. K. to B's sq.

10. Q. takes Kt's P.

9. P. to B's 3rd.

11. P. to Q's 4th.

10. Q. to Kt's 3rd (ch.)

12. Q. takes P. (ch.)

11. K. takes B.

13. P. to K's 5th.

12. Kt. to B's 3rd.†

14. Kt. takes P. (ch.)

13. P. takes P.

15. P. to Q. Kt's 4th.

14. K. to K's 2nd.

Regaining the piece, with the better position.

* White might also maintain the Pawn just gained, by Q. to R's 4th

† If—

12. K. to K's 2nd.

13. Kt. to Kt's 5th.

13. Kt. to B's 3rd.

14. P. to K's 5th.

14. P. takes P.

15. Q. takes P. (ch.)

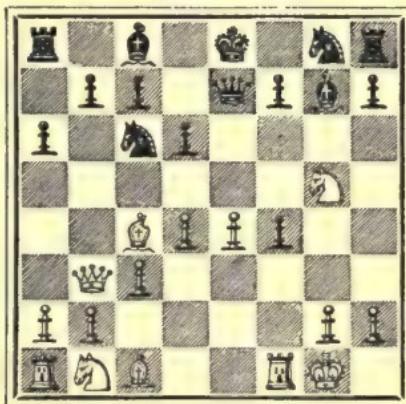
And wins

8. P. to Q's 4th.

8. P. to Q. R's 3rd.

At this point in the last game Mr. Anderssen played Kt. to B's 3rd, which, as well as the move now made, allows White to obtain a strong attack. P. to K. R's 3rd is decidedly better than either. We give a diagram of the position, after White has replied to this move of Black's :—

BLACK.



WHITE.

9. Kt. takes P.

9. Q. takes Kt.

10. B. takes P. (ch.)

10. K. to Q's sq.

If K. to B's sq., White would have won by 11. B. takes P., followed by B. takes Kt., &c.

11. B. takes P.

11. Q. to K's 2nd.

12. B. takes Kt.

12. B. to Kt's 5th.

13. Kt. to Q's 2nd.

13. K. to Q's 2nd.

14. B. to Q's 5th.

14. Kt. to Q's sq.

15. B. takes Kt's P.

15. Kt. takes B.

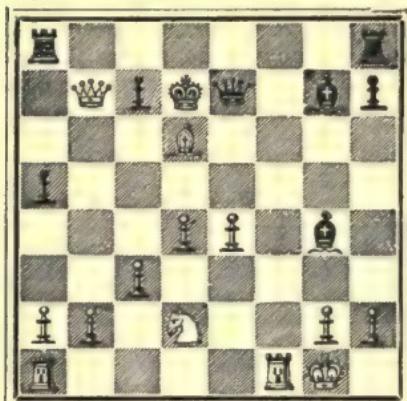
16. Q. takes Kt.

16. P. to Q. R's 4th.

17. B. takes P.

This fine combination is characterized by that union of brilliancy with soundness which forms a distinguishing feature in Mr. Morphy's happiest inspirations. We append a diagram of the position after this move of White :—

BLACK.



WHITE.

17. B. takes P. (ch.)
 18. P. takes B.
 19. R. to B's 7th (ch.)

An 1 wins.

✓ GAME VI.—ALLGAIER GAMBIT.

Between the same players.

WHITE. (Mr. A.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. Kt. takes P.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.
5. Kt. to K. B's 3rd.
6. P. to Q's 4th.

We have, in a note to a previous game, called attention to this move, as being a deviation from the line of play ordinarily adopted. It certainly has no little merit, as it frees the Queen's Bishop without obstruction to the movement of the King's Bishop, which must occur when P. to Q's 3rd is played at this point. In common with some of the best authorities, we have always pronounced in favour of the defence as above played on the 5th move, and followed up thus, we entertain a still higher opinion of its efficacy.

7. Kt. takes Kt. (ch.)
8. Q. to K's 2nd.

7. Q. takes Kt.
8. B. to Q's 3rd.

9. Kt. to B's 3rd.

10. P. to Q's 4th.

A very strong move. 10. P. takes P. (dis. ch.) would not have been sound play, as Black would have moved 10. K. to Q's sq., threatening the terrible move of R. to K's sq.

11. B. to Q's 2nd.

12. P. takes P. (dis. ch.)

13. Castles.

9. P. to Q. B's 3rd.

10. Q. takes P.

11. R. to Kt's sq.

12. K. to Q's sq.

A truly fine conception, worthy of the conqueror in the Tournament of 1851. This game throughout is conducted with marked skill, and will amply repay the closest examination.

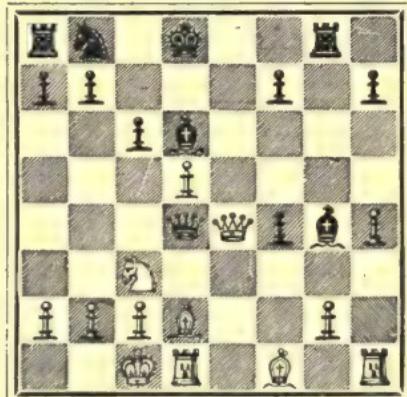
13. B. to K. Kt's 5th.

Winning the exchange.

14. Q. to K's 4th.

The present position forms a chess study of a highly instructive character, and is accordingly represented on a diagram:—

BLACK.



WHITE.

14. Q. takes Q.

15. Kt. takes Q.

16. Kt. takes B.

15. B. takes R.

Though White is *minus* the exchange he has an excellent game

16. B. to R's 4th.

17. B. takes P.

18. Kt. takes Kt's P. (ch.)

17. P. takes P.

18. K. to K's 2nd.

19. B. to Q. Kt's 5th. 19. R. takes P.
 20. R. to K's sq. (ch.) 20. K. to B's 3rd.
 21. R. to K's 8th. 21. B. to Kt's 3rd.
 22. Kt. to Q's 6th.

Played with all Mr. Anderssen's characteristic daring and spirit
 22. Kt. to Q. B's 3rd.

We see no more promising move; for if B. to K's 5th, White checks with B. at K's 5th, and follows that up with Kt. takes B., winning easily.

- | | |
|--------------------------|--------------------------|
| 23. R. takes R. | 23. R. takes P. (ch.) |
| 24. K. to Q's sq. | 24. Kt. to Q's 5th. |
| 25. R. to K's 8th | 25. B. to R's 4th (ch.) |
| 26. K. to K's sq. | 26. Kt. to B's 6th (ch.) |
| 27. K. to B's sq. | 27. R. takes Kt's P. |
| 28. B. to K's 2nd. | 28. R. takes P. |
| 29. B. to Kt's 5th (ch.) | 29. Kt. takes B. |
| 30. P. takes Kt. (ch.) | 30. K. takes P. |
| 31. R. to K's 5th (ch.) | 31. K. to B's 3rd. |
| 32. R. takes B. | |

And wins.

GAME I.—PHILIDOR'S DEFENCE.

Mr. Barnes and Mr. Morphy.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Kt. takes P.	

Authors treating of this particular opening (and it has been noticed by all of them at some length), have agreed in pronouncing this move a bad one, since it gives Black an opportunity of liberating his K's B. We, however, in an analysis of it, have proved its soundness, for which see "Chess Monthly," vol. ii, pp. 11 and 225.

4. Kt. to K. B's 3rd.

P. to Q's 4th is the better move here, and the proper line of attack and defence is as follows. We give only the main variations; for a more extended analysis, referring our readers to the work mentioned in the previous note.

- | | |
|-------------------------|--------------------------------|
| 5. P. to K's 5th. | 4. P. to Q's 4th. |
| 6. B. to Kt's 5th (ch.) | 5. P. to Q. B's 4th. |
| 7. P. to K's 6th. | 6. B. to Q's 2nd (best.) |
| 8. P. takes P. (ch.) | 7. B. takes B. (best), or (A.) |
| 9. Kt. takes B. | 8. K. takes P. |
| 10. Q. to K's 2nd. | 9. Q. to K's sq. (ch.) |
| 11. K. takes Q. | 10. Q. takes Q. (ch.) |

Even game.

(A.)

- | | |
|----------------------|--------------------------|
| 8. Kt. takes P. | 7. P. takes P. (or B.) |
| 9. B. takes B. (ch.) | 8. Q. to K's 2nd (best.) |
| 10. Castles. | 9. Kt. takes B. |

With the better game.

(B.)

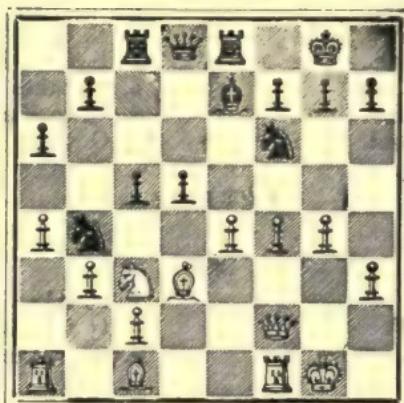
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|------------------------|---------------------------|
| 8. P. takes B. (ch.) | 7. P. takes Kt. |
| 9. Q. takes P. | 8. Kt. takes P. |
| 10. Castles. | 9. Kt. to K. B's 3rd. |
| 11. Kt. to Q. B's 3rd. | 10. B. to K's 2nd (best.) |
| 12. B. to Q. R's 4th. | 11. P. to Q. R's 3rd. |
| 13. B. to Q. Kt's 3rd. | 12. P. to Q. Kt's 4th. |

And the isolated Q's P. is weak.

- | | |
|------------------------|-------------------------|
| 5. B. to Q's 3rd. | 5. B. to K's 2nd. |
| 6. Kt. to Q. B's 3rd. | 6. Castles. |
| 7. Castles. | 7. P. to B's 4th. |
| 8. K. Kt. to K's 2nd. | 8. Kt. to B's 3rd. |
| 9. P. to B's 4th. | 9. P. to Q. R's 3rd. |
| 10. P. to Q. R's 4th. | 10. B. to Kt's 5th. |
| 11. P. to K. R's 3rd. | 11. B. takes Kt. |
| 12. Q. takes B. | 12. R. to K's sq. |
| 13. Q. to B's 2nd. | 13. R. to Q. B's sq. |
| 14. P. to K. Kt's 4th. | 14. Kt. to Q. Kt's 5th. |
| 15. P. to Kt's 3rd. | 15. P. to Q's 4th. |

Very well played, liberating the confined B. We give a diagram of the position after this move:—

BLACK.



WHITE.

16. K. to R's sq.

The correct move; for had White advanced P. to K's 5th, Black would have attained a fine game thus,—

- | | |
|--------------------------|-----------------------|
| 16. P. to K's 5th. | 16. P. to Q. B's 5th. |
| 17. P. takes P. | 17. B. to B's 4th. |
| 18. B. to K's 3rd. | 18. P. to Q's 5th. |
| 19. P. takes Kt. (best.) | 19. R. takes B. |

And Black has the preferable game.

- | | |
|----------------------|-------------------------|
| 17. Kt. takes P. | 16. P. takes P. |
| 18. B. takes Kt. | 17. Kt. takes Kt. |
| 19. B. takes Kt's P. | 18. B. to B's 3rd. |
| 20. B. takes R. | 19. B. takes R. |
| 21. B. to K's 3rd. | 20. Q. takes B. |
| 22. K. to R's 2nd. | 21. Q. to B's 3rd (ch.) |
| | 22. B. to Q's 5th. |

And wins.

GAME II.—IRREGULAR OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.

BLACK. (Mr. B.)

1. P. to K. B's 3rd.

Mr. Barnes, being aware of Mr. Morphy's thorough acquaintance with every Book opening, probably adopted this unusual defence in order to neutralize, as far as possible, the effect of his opponent's theoretical knowledge.

2. P. to Q's 4th.

2. P. to K's 3rd.

3. B. to Q's 3rd.

3. Kt. to K's 2nd.

4. B. to K's 3rd.

4. P. to Q's 4th.

5. Kt. to Q. B's 3rd.

5. P. takes P.

6. Kt. takes P.

6. Kt. to Q's 4th.

7. Kt. to R's 3rd.

7. B. to K's 2nd.

8. Q. to R's 5th (ch.)

8. P. to K. Kt's 3rd.

9. Q. to R's 6th.

9. B. to B's sq.

10. Q. to R's 4th.

10. B. to Kt's 2nd.

11. Castles (K. R.)

11. Castles.

12. P. to Q. B's 4th.

12. Kt. takes B.

13. P. takes Kt.

13. P. to K. B's 4th.

14. Kt. to Kt's 5th.

14. P. to K. R's 3rd.

15. Kt. to B's 3rd.

15. P. to K's 4th.

This is a good move, and wins a clear pawn. A piece might have been gained by P. to K. Kt's 4th, but Black doubtless considered that by so playing he should too much expose his King.

16. Q. takes Q.

16. R. takes Q.

17. B. to B's 2nd.

This was compulsory.

18. P. takes P.

17. P. takes P.

19. Kt. takes B.

18. B. takes P. (ch.)

20. K. R. to K's sq.

19. R. takes Kt.

21. P. to B's 5th.

20. K. to B's 2nd.

22. Q. R. to Q's sq.

21. B. to K's 3rd.

23. R. takes R.

22. Kt. to Q. B's 3rd.

24. B. to R's 4th.

23. Kt. takes R.

25. R. to Q's sq.

24. P. to K. Kt's 4th.

26. P. to R's 3rd.

25. R. to Q's sq.

27. Kt. to B's 2nd.

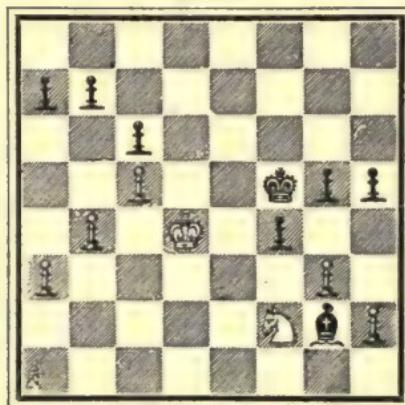
26. P. to B's 5th.

27. Kt. to K's 7th (ch.)

- | | |
|---------------------------|---------------------------|
| 28. K. to B's sq. | 28. R. takes R. (ch.) |
| 29. B. takes R. | 29. Kt. to Q's 5th. |
| 30. K. to K's sq. | 30. K. to B's 3rd. |
| 31. K. to Q's 2nd. | 31. Kt. to Kt's 6th (ch.) |
| 32. B. takes Kt. | 32. B. takes B. |
| 33. Kt. to Kt's 4th (ch.) | 33. K. to Kt's 3rd. |
| 34. P. to K. Kt's 3rd. | 34. P. to K. R's 4th. |
| 35. Kt. to B's 2nd. | 35. K. to B's 4th. |
| 36. K. to B's 3rd. | 36. B. to Q's 4th. |
| 37. K. to Q's 4th. | 37. P. to B's 3rd. |
| 38. P. to Q. Kt's 4th. | 38. B. to Kt's 7th. |

The diagram annexed shows the situation of the forces after Black's 38th move:—

BLACK.



WHITE.

- | | |
|-----------------------|---------------------|
| 39. P. takes P. | 39. K. takes P. |
| 40. P. to Q. R's 4th. | 40. B. to B's 8th. |
| 41. Kt. to K's 4th. | 41. P. to R's 5th. |
| 42. Kt. to Q's 2nd. | 42. B. to K's 7th. |
| 43. Kt. to K's 4th. | 43. P. to Kt's 5th. |
| 44. Kt. to B's 2nd. | 44. K. to B's 6th. |
| 45. Kt. to K's 4th. | 45. B. to B's 8th. |

Black might have advanced the Pawn to Kt's 6th, and gained a piece: the move he selected, however, was equally effective.

- | | |
|---------------------------|---------------------|
| 46. K. to K's 5th. | 46. B. to Q's 6th. |
| 47. Kt. to Kt's 5th (ch.) | 47. K. to Kt's 7th. |

48. K. to Q's 6th.
 49. K. to B's 7th.
 50. K. takes Kt's P.

48. K. takes P.
 49. K. to Kt's 6th.
 50. P. to R's 6th.

And wins.

We cannot but observe that the winner conducts this game throughout with marked skill and prudence.

GAME III.—RUY LOPEZ KNIGHT'S GAME.

Between the same players.

WHITE. (Mr. B.)

BLACK. (Mr. M.)

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.
 3. B. to Kt's 5th.
 3. P. to Q. R's 3rd, and then 4. Kt. to K. B's 3rd is a more advisable defence, and, indeed, forms the most satisfactory foil to the "Ruy" which has yet been promulgated.

4. P. to Q's 4th.
 5. P. to K's 5th.
 6. Castles.
 7. B. to R's 4th.
 8. B. takes Kt.
 9. Kt. takes P.
 10. Kt. to Q. B's 3rd.
4. P. takes P.
 5. Kt. to K's 5th.
 6. P. to Q. R's 3rd.
 7. Kt. to B's 4th.
 8. Q's P. takes B.
 9. B. to K's 2nd.

P. to K. B's 4th would have been a more attacking move.

10. Castles.

11. B. to K's 3rd.
 11. P. to K. B's 3rd.

We have already more than once noticed in Mr. Morphy's game, that after castling, he takes the earliest opportunity of advancing the K. B's P. Such a mode of play is correct in principle, as it frees the K. R., and, in the hands of a master, is usually productive of decided advantages.

12. P. takes P.
 13. Q. to K's 2nd.

12. R. takes P.

13. R. to Kt's 3rd.

The Rook is now strongly placed.

14. K. to R's sq.
 15. Q. R. to Q's sq.
 16. P. to B's 4th.
 17. Kt. to K. B's 3rd.
14. B. to Q's 3rd.
 15. Q. to R's 5tn.
 16. B. to Kt's 5th.
 17. Q. to R's 4th.

18. B.takes Kt.

18. B. takes B.

19. Kt. to K's 4th.

Threatening to win a piece by Q. to Q. B's 4th.

20. Q. Kt. to Kt's 5th.

19. B. to Kt's 3rd.

21. Q. to B's 4th (ch.)

20. P. to K. R's 3rd.

22. Kt. to B's 7th (ch.)

21. K. to R's sq.

23. Q. Kt. to K's 5th.

22. K. to R's 2nd.

24. Kt. takes B.

23. R. to B's 3rd.

25. Kt. to K's 5th.

24. Q. takes Kt.

26. Q. to K's 4th (ch.)

25. Q. to K's 3rd.

27. Q. takes Q. (ch.)

26. Q. to B's 4th.

28. P. to K. Kt's 4th.

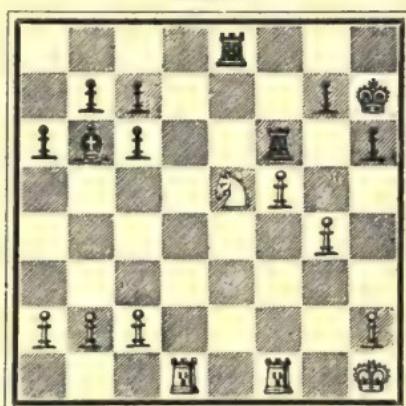
27. R. takes Q.

29. P. to B's 5th.

28. R. to B's 3rd.

From this point to the close Mr. Morphy conducts his game most skilfully. We append a diagram, showing the present position of the pieces:—

BLACK.



WHITE.

30. Kt. to Kt's 6th.

30. R. to K's 7th.

31. R. to Q's 8th.

31. R. takes Kt.

Black's pieces are so advantageously placed that the sacrifice of the Rook is perfectly sound.

32. P. takes R. (ch.)

32. K. takes P..

33. R. to Q's 7th.

33. R. takes B's P.

34. K. R. to B's 7th.

34. B. to Q's 5th

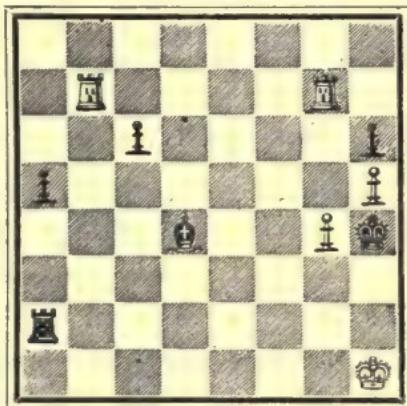
35. R. takes B's P.

35. R. takes Kt's P.

- | | |
|-----------------------|------------------------|
| 36. R. takes Kt's P. | 36. R. takes Q. R's P. |
| 37. P. to K. R's 4th. | 37. P. to Q. R's 4th. |

Our readers should study this move closely; it may seem insignificant, but it is in fact a most important link in the chain of combination, and brings the game to a speedy and successful conclusion.
Position of the pieces after Black's 39th move.

BLACK.



WHITE.

- | | |
|-------------------------|-----------------------|
| 38. P. to R's 5th (ch.) | 38. K. to Kt's 4th. |
| 39. R. takes P. (ch.) | 39. K. to R's 5th. |
| 40. K. R. to K's 7th. | 40. P. to Q. R's 5th. |

And wins.

To prevent the Rook from being played to Q. Kt's 3rd, obtaining for White a chance of saving the Mate, which now becomes impossible, for Black would play K. to Kt's 6th, and then R. to K. R's 7th or Q. to R's 8th (ch.), and mate follows at once.

GAME IV.—PHILIDOR'S DEFENCE.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. B. to Q. B's 4th.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.

This mode of play, resolving the opening into a Scotch game, is quite

sound, and was adopted in one of the consultation games between Messrs. Staunton and Löwenthal at the St. George's.

4. B. to K's 2nd.

Kt. to K. B's 3rd is the correct play.

- | | |
|-------------------------|-----------------------|
| 5. P. to Q. B's 3rd. | 5. P. to Q's 6th. |
| 6. Q. to Kt's 3rd. | 6. B. to K's 3rd. |
| 7. B. takes B. | 7. P. takes B. |
| 8. Q. takes Kt's P. | 8. Kt. to Q's 2nd. |
| 9. Q. to Kt's 5th. | 9. Kt. to K. B's 3rd. |
| 10. Kt. to K. Kt's 5th. | 10. R. to Q. Kt's sq. |
| 11. Q. to R's 4th. | |

Keeping the Knight confined, and preventing his defending the threatened K's P.

11. Castles.

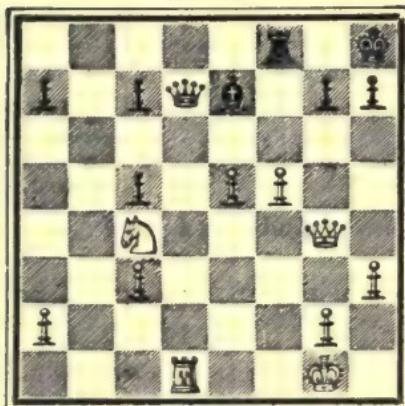
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|----------------------|---------------------|
| 12. Kt. takes K's P. | 12. Kt. to B's 4th. |
|----------------------|---------------------|

In the circumstances this was the proper move.

- | | |
|-------------------------|----------------------|
| 13. Kt. takes Kt. | 13. P. takes Kt. |
| 14. Q. to B's 4th (ch.) | 14. K. to R's sq. |
| 15. Castles. | 15. Kt. to Kt's 5th. |
| 16. P. to B's 4th. | 16. P. to Q's 7th. |
| 17. B. takes P. | 17. R. takes Kt's P. |
| 18. P. to K. R's 3rd. | 18. R. takes B. |
| 19. Kt. takes R. | 19. Kt. to K's 6th. |
| 20. Q. to K's 2nd. | 20. Kt. takes R. |
| 21. R takes Kt. | 21. Q. to Q's 2nd. |
| 22. Kt. to B's 4th. | 22. Q. to Kt's 4th. |
| 23. P. to K's 5th. | 23. B. to R's 5th. |
| 24. P. to B's 5th. | 24. B. to K's 2nd. |
| 25. Q. to Kt's 4th. | 25. Q. to Q's 2nd. |
| 26. R. to Q's sq. | |

Finely played; the sacrifice of the Pawn, with the exchange of Queens, renders Black unable to stop the King's Pawn from Queening, excepting by the loss of a piece. The diagram shows the position after White's 26th move:—

BLACK.



WHITE.

26. Q. takes P.
 27. Q. takes Q.
 28. R. to Q's 7th.
 29. P. to K's 6th.
 26. Q. takes P.
 27. R. takes Q.
 28. B. to B's sq.

And Black resigns.

✓ GAME V.—KING'S GAMBIT DECLINED.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to Q. Kt's 4th.

This move was first adopted by the Editor, when playing his match with Mr. Harrwitz.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. B. to B's 4th.
3. P. to Q's 3rd.

4. B. to Kt's 3rd.
5. Kt. to K. B's 3rd.
6. Kt. to B's 3rd.
7. Castles.
8. P. takes P.
9. P. to Q's 4th.

Black, by playing thus, obtains the superior game.

10. B. to Q. Kt's 3rd.
11. P. takes P.

10. P. takes P.
11. B. to Kt's 5th.

It would seem that the K's P. might have been taken with advantage, e.g.—

12. Q. takes Kt.
13. B. to K's 5th.*

11. Kt. takes K. P.
12. R. to K's sq.
13. Q. to K's 2nd.

And wins a piece.

12. Q. Kt. to Q's 2nd.
13. B. to K's 3rd.
14. Castles (Q. R.)

12. Kt. to K. R's 4th.
13. Kt. to K's 4th.
14. Kt. to Q's 6th (ch.)

Q. to Q's 6th might have been played with more effect, for White would have been compelled to exchange Queens, thereby losing a Pawn, and leaving his opponent with the better position.

15. K. to B's 2nd.
16. B. takes Kt.
17. Q. to B's sq.
18. P. to K. R's 3rd.
19. P. to Kt's 4th.
20. K. to Kt's 2nd.
21. Kt. to Q's 4th.
22. Q. takes Kt.
23. Q. to K's 3rd.
24. P. to K. R's 4th.
25. Kt. to B's 4th.
26. R. takes R.
27. P. takes P.
28. Q. to Kt's 5th.
29. P. takes Q.
30. R. to K. B's sq.

15. K. Kt. to B's 5th.
16. Kt. takes B.
17. Q. to K's 2nd.
18. B. to K. R's 4th.
19. B. to Kt's 3rd.
20. Q. R. to Q's sq.
21. B. takes Kt.
22. B. to K's 4th.
23. Q. takes P.
24. P. to K. R's 4th.
25. Q. to K's 2nd.
26. R. takes R.
27. B. takes R's P.
28. Q. takes Q.
29. B. to B's 6th.

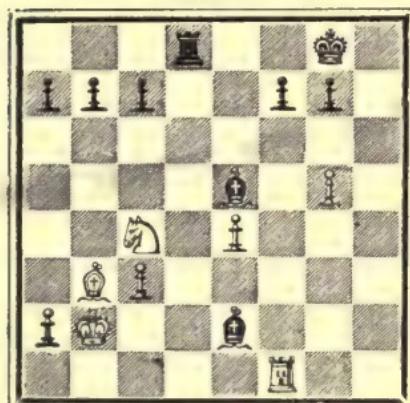
If White had moved R. to R's 3rd, Black might advantageously have replied with B. to K. Kt's 7th. We add a diagram to show the position of the pieces after Black's 30th move:—

* If—

13. Kt. to K's 5th.
14. B. takes Kt.

13. Kt. takes Kt.
14. Q. to K's 2nd, &c.

BLACK.



WHITE.

- | | |
|----------------------|-------------------------|
| 31. Kt, takes B. | 30. B. to K's 7th. |
| 32. P. to Kt's 6th. | 31. B. takes R. |
| 33. P. takes P. | 32. K. to B's sq. |
| 34. Kt. to B's 3rd. | 33. R. to Q's 3rd. |
| 35. Kt. to Kt's 5th. | 34. R. to K. B's 3rd. |
| 36. K. to R's 3rd. | 35. R. to B's 7th (ch.) |
| 37. B. to Q's 5th. | 36. P. to B's 4th. |

Hitherto Mr. Morphy has had a very up-hill game to fight, but now he wrests the attack out of the hands of his adversary, and maintains it for some time.

- | | |
|--------------------------------|---------------------|
| 38. Kt. to R's 7th (ch.) | 37. P. to Kt's 4th. |
| 39. P. to B's 8th Queens (ch.) | 38. K. to K's 2nd. |
| 40. Kt. takes R. | 39. R. takes Q. |
| 41. P. to K's 5th. | 40. K. takes Kt. |
| 42. B. to B's 3rd. | 41. P. to Kt's 4th. |
| 43. P. to B's 4th. | 42. B. to R's 6th. |
| | 43. P. takes P. |

Very well played.

- | | |
|---------------------|---------------------|
| 44. K. to Kt's 2nd. | 44. P. to Kt's 5th. |
| 45. B. to Q's 5th. | 45. P. to Kt's 6th. |
| 46. K. to B's 3rd. | 46. B. to K's 3rd. |

This is also skilfully played; had the Pawn been pushed to Kt's 7th, White would have taken it, and drawn the game.

47. B. to B's 6th.
 48. P. to R's 3rd.
 49. B. to Q's 5th.
 50. B. to B's 3rd.
 51. K. to Q's 2nd.
 52. K. to K's 3rd.
 53. B. to K's 2nd.

47. K. to K's 2nd.
 48. B. to Q's 2nd.
 49. B. to K's 3rd.
 50. K. to Q's 2nd.
 51. B. to R's 6th.
 52. K. to K's 3rd.
 53. P. to B's 6th.

And wins.

GAME VI.—PHILIDOR'S DEFENCE.

Between the same players.

WHITE. (Mr. B.)

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.
 3. P. to Q's 4th.
 4. P. takes K's P.
 5. Kt. to Kt's 5th.
 6. P. to K's 6th.
 7. Kt. to B's 7th.

BLACK. (Mr. M.)

1. P. to K's 4th.
 2. P. to Q's 3rd.
 3. P. to K. B's 4th.
 4. B's P. takes P.
 5. P. to Q's 4th.
 6. B. to B's 4th.

As we have elsewhere stated, Kt. takes K's P. is here the correct move.

8. B. to K's 3rd.

7. Q. to B's 3rd.
 8. P. to Q's 5th.

This gives Black a fine attack.

9. B. to K. Kt's 5th.
 10. Kt. takes R.
 11. B. to B's 4th.
 12. Kt. to B's 7th.
 13. R. to b's sq.
 14. P. to K. B's 3rd.

9. Q. to B's 4th.
 10. Q. takes B.
 11. Kt. to Q. B's 3rd.
 12. Q. takes P.
 13. Kt. to B's 3rd.

Highly objectionable, unnecessarily laying himself open to an attack of a formidable character.

14. Kt. to Q. Kt's 5th.

The promptitude with which Mr. Morphy takes advantage of his opponent's error is well worthy of notice.

15. Kt. to R's 3rd.

The only move to avert the threatened danger.

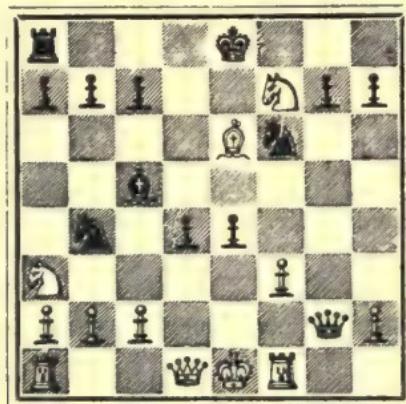
15. B. takes P.

This is all very instructive.

16. B takes B.

Mr. Barnes did not give sufficient attention to the position, or he must have perceived how greatly this move compromises his game. The diagram shows the present situation of the pieces:—

BLACK.



WHITE.

16. Kt. to Q. 6th (ch.)

17. Q. takes Kt.

White was compelled to abandon the Queen, for if, instead, he had captured Kt. with P., he would have been mated in two moves.

17. P. takes Q.

18. Castles.

18. B. takes Kt.

19. B. to Kt's 3rd.

19. P. to Q's 7th (ch.)

These moves are all in the best style.

20. K. to Kt's sq.

It is clear that White could not take the Pawn, without incurring the loss of his two Rooks.

20. B. to B's 4th.

21. Kt. to K's 5th.

21. K. to B's sq.

22. Kt. to Q's 3rd.

22. R. to K's sq.

23. Kt. takes B.

23. Q. takes R.

And wins.

GAME VII.—KING'S BISHOP'S OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. B. to B's 4th.
3. Kt. to K. B's 3rd.

The game, by this move, is converted into a phase of the Petroff Defence.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.

3. Kt. takes P.

4. Kt. to B's 3rd.

We cannot commend this mode of proceeding with the attack; for, if correctly met, the position gained by it is not an equivalent for the Pawn sacrificed. The move in question is, however, very ingenious, and yields, if not opposed with the utmost accuracy, divers lines of attack; it was invented by Mr. Boden, whose name it mostly bears.

4. Kt. takes Kt.

5. Q. P. takes Kt.

5. P. to K. B's 3rd.

A move first publicly advocated by Mr. Horwitz.

6. Castles.

6. Kt. to B's 3rd.

This is not a good move, for the Knight now occupies a square which should be filled by the Q. B's P.; preparatory to the advance of the P. to Q's 4th, and the shutting out of the adverse K's B. from the command of the diagonal on which it stands. The correct move is Q. to K's 2nd, which gives the second player the superior game, for White cannot then play Kt. to Q's 4th, on account of Q. to B's 4th, &c. P. to Q's 3rd may also be adopted, but this is inferior to Q. to K's 2nd. It may, however, perhaps be well to glance at its effect, thus,—

6. P. to Q's 3rd.

7. Kt. to R's 4th.

7. Q. to K's 2nd (best.).

8. P. to K. B's 4th.

8. B. to K's 3rd.

Maintaining the Pawn.

If,—

7. P. to K. Kt's 3rd.

8. P. to K. B's 4th.

8. P. to K. B's 4th.

9. Kt. takes B's P.

With a fine game; for if Black capture the Kt. with P., White checks with Q. at R's 5th, and if with B., White plays Q. to Q's 5th, with a fine attack; for the latter move see "Chess Player's Chronicle," 3rd series, p. 30. This first occurred in a game between Szén and Spitzer. See Berlin "Schachzeitung," 1857, p. 237.

7. Kt. to R's 4th.

7. Q. to K's 2nd.

8. Kt. to B's 5th.

8. Q. to B's 4th.

9. B. to Kt's 3rd.

9. P. to Q's 4th.

10. B. to K's 3rd.

10. Q. to R's 4th.

11. Kt. to R's 4th.

11. B. to K's 3rd.

Though we have censured Mr. Barnes's 6th move, yet we must admit that he has opened his game in accordance with the general rules laid down by the best authorities.

12. Q. to R's 5th (ch.)

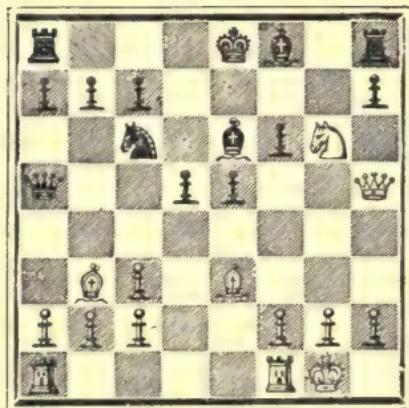
12. P. to K. Kt's 3rd

Interposing the Bishop might possibly have been better.

13. Kt. takes P.

A bold measure, but productive of most interesting positions. We give a diagram of the game at this point:—

BLACK.



WHITE.

14. Q. to R's 4th.

13. B. to B's 2nd.

15. Q. takes B's P.

14. B. takes Kt.

16. Q. R. to Q's sq.

15. R. to K. Kt's sq.

17. Q. to K's 6th.

16. B. to K's 2nd.

A good move, preventing his opponent's King from getting into safe quarters.

18. Q. to R's 3rd.

17. B. to B's 2nd.

19. P. to K. B's 4th.

18. Kt. to Q's sq.

20. R. takes P.

19. P. to K's 5th.

Finely played.

21. Q. to R's 5th (ch.)

20. B. takes R.

21. K. to B's sq.

22. B. takes B.

22. R. to Kt's 2nd.

23. P. to Q. Kt's 4th.

Mr. Morphy here displays his wonted accuracy.

23. Q. to R's 3rd.

Q. to Kt's 4th, with the object of bringing her to K's sq., would have been better, but, in any case, White would have had a fine attack.

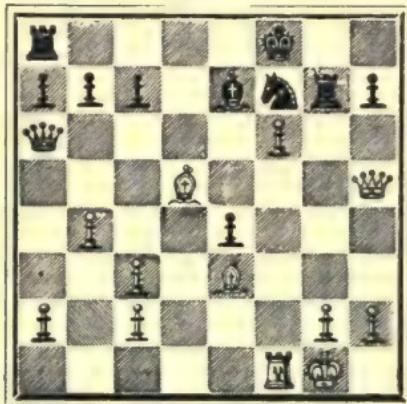
24. P. to B's 5th.

24. Kt. to B's 2nd.

25. P. to B's 6th.

Winning a piece by force; as the position is a very pleasing one we append a diagram in illustration of it:—

BLACK.



WHITE.

25. B. takes P.

26. P. to Kt's 5th.

By this move White's previous play is beautifully followed up.

26. Q. to Q's 3rd.

The only move; for if the Queen had taken the Pawn, two pieces would have been lost instead of one.

27. B. takes Kt.

27. P. to Kt's 3rd.

If the Bishop had been taken, Black would obviously have lost his Queen.

28. B. to R's 6th.

28. K. to K's 2nd.

This seems best, as White threatened to win a Rook by B. to Q's 5th.

29. B. takes R.

29. B. takes B.

30. B. to Kt's 3rd.

30. R. to K. B's sq.

- | | |
|-------------------------|-------------------------|
| 31. R. to B's 7th (ch.) | 31. R. takes R. |
| 32. Q. takes R. (ch.) | 32. K. to Q's sq. |
| 33. Q. takes B. | 33. Q. to Q's 8th (ch.) |
| 34. K. to B's 2nd. | 34. Q. to Q's 7th (ch.) |
| 35. K. to Kt's 3rd. | 35. P. to K's 6th. |
| 36. Q. to B's 6th (ch.) | 36. K. to B's sq. |

Had Black played K. to K's sq., or K. to Q's 2nd, mate would have followed in a few moves.

37. B. to K's 6th (ch.)

And wins.

ALLGAIER GAMBIT.

Mr. Morphy and M. Baucher.

WHITE. (M. B.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. Kt. takes Kt's P.
7. P. to Q's 3rd.
8. B. takes P.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.
5. Kt. to K. B's 3rd.
6. Kt. takes P.
7. Kt. to Kt's 6th.
8. Kt. takes R.

The line of play generally recommended here is—

- | | |
|--------------------------|-------------------------|
| 9. B. to K's 2nd. | 8. Q. to K's 2nd (ch.) |
| 10. B. to Q's 2nd.* | 9. Q. to Kt's 5th (ch.) |
| 9. Q. to K's 2nd (ch.) | 10. Q. to Kt's 3rd, &c. |
| 10. Kt. to B's 6th (ch.) | 9. Q. to K's 2nd. |
| 11. B. takes P. (ch.) | 10. K. to Q's sq. |
| 12. Kt. to Q's 5th (ch.) | 11. K. takes B. |
| 13. Kt. takes Q. | 12. K. to Q's sq. |
| | 13. B. takes Kt. |

This mode of play is not usual: Black gains by it more than an

* The move now considered best, is for White to play 10. Q. to Q's 2nd, which gives him a good game.

equivalent for his lost Queen, and as White cannot retard the development of Black's pieces on the right wing, the second player's game is to be taken for choice.

14. Q. to Kt's 4th.

14. P. to Q's 3rd.

R. to K's sq. is a more effective move.

15. Q. to K. B's 4th.

15. R. to Kt's sq.

16. Kt. to B's 3rd.

16. B. to K's 3rd.

17. B. to K's 2nd.

17. Kt. to B's 3rd.

18. Castles.

18. Kt. to Kt's 6th.

19. B. to B's 3rd.

19. Kt. to B's 4th.

The game of the second player is now well developed. His pieces are ready to act in combination, and he has the advantage both in force and position.

20. P. to Q's 4th.

20. Kt. takes R's P.

21. K. to Kt's sq.

21. Kt. takes B.

22. P. takes Kt.

22. P. to Q's 4th.

23. Kt. to Kt's 5th.

23. R. to Q. B's sq.

24. P. to B's 4th.

24. K. to Q's 2nd.

25. P. takes P.

25. B. takes P.

26. Kt. to B's 3rd.

26. B. to Q's 3rd.

27. Q. to B's 5th (ch.)

27. B. to K's 3rd.

28. Q. to Q. Kt's 5th.

28. K. to B's 2nd.

29. K. to R's sq.

29. B. to Q's 2nd.

30. Kt. to Q's 5th (ch.)

30. K. to Kt's sq.

31. Kt. to B's 6th.

31. K. R. to Q's sq.

32. P. to Q's 5th.

White prosecutes his attack with undeniable spirit and energy, and it might have proved successful against a less accurate antagonist.

33. Q. to K's 2nd.

32. Kt. to K's 4th.

34. Kt. to K's 4th.

33. B. to K. B's 4th.

35. P. takes B.

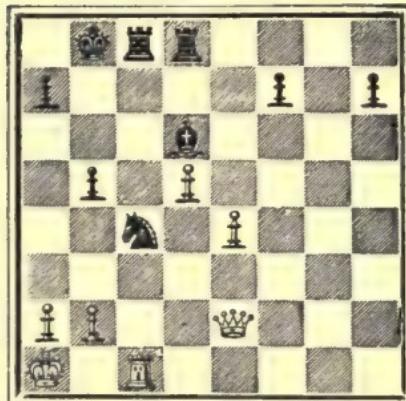
34. B. takes Kt.

36. R. to Q. B's sq.

35. Kt. to B's 5th.

B. to B's 5th might also have been played with advantage, as White would have incurred the loss of his Queen if he had ventured on capturing the Knight :—

BLACK.



WHITE.

- | | |
|-----------------------|-----------------------|
| 87. P. to K's 5th. | 37. Kt. takes K's P. |
| 38. Q. takes P. (ch.) | 38. K. to R's sq. |
| 39. R. to Q's sq. | 39. R. to B's 7th. |
| 40. Q. to R's 6th. | 40. P. to B's 4th. |
| 41. K. to Kt's sq. | 41. R. to B's 2nd. |
| 42. R. to K. B's sq. | 42. Kt. to B's 5th. |
| 43. R. to B's 2nd. | 43. R. to Q. Kt's sq. |
| 44. P. to Kt's 3rd. | 44. B. to R's 6th. |

And White resigns.

GAME I.—KING'S GAMBIT EVADED.

Mr. Morphy and Mr. Bird.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt to K. B's 3rd.
4. P. to B's 3rd.
5. B. to B's 4th.
6. P. to Q. Kt's 4th.
7. P. to Q. R's 4th.
8. P. to R's 3rd.
9. Q. takes B.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. B. to B's 4th.
3. P. to Q's 3rd.
4. B. to K. Kt's 5th.
5. Kt. to Q. B's 3rd.
6. B. to Kt's 3rd.
7. P. to Q. R's 3rd.
8. B. takes Kt.
9. Kt. to B's 3rd.

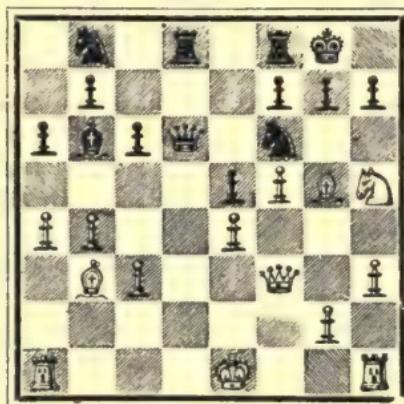
- | | |
|------------------------|------------------------|
| 10. P. to Q's 3rd. | 10. Q. to K's 2nd. |
| 11. P. to B's 5th. | 11. R. to Q's sq. |
| 12. B. to K. Kt's 5th. | 12. Kt. to Q. Kt's sq. |
| 13. Kt. to Q's 2nd. | 13. P. to B's 3rd. |
| 14. Kt. to B's sq. | |

The Knight can now be brought to aid strongly in the attack which White has in preparation.

- | | |
|----------------------|--------------------|
| 15. B. to Kt's 3rd. | 14. P. to Q's 4th. |
| 16. Kt. to Kt's 3rd. | 15. Q. to Q's 3rd. |
| 17. Kt. to R's 5th. | 16. Castles. |
| 18. P. takes P. | 17. P. takes P. |
| | 18. Kt. takes Kt. |

K. to R's sq. would in some degree have diminished the strength of White's attack :—

BLACK.



WHITE.

- | | |
|-----------------------|-------------------------|
| 19. R. to Q's sq. | 19. Q. to B's 2nd. |
| 20. B. takes R. | 20. R. takes B. |
| 21. R. takes R. (ch.) | 21. Q. takes R. |
| 22. Q. takes Kt. | 22. B. to K's 6th, |
| 23. Q. to Q's sq. | 23. Q. to R's 5th (ch.) |
| 24. K. to K's 2nd. | 24. B. to Q. Kt's 3rd. |
| 25. K. to Q's 3rd. | 25. Kt. to Q's 2nd. |
| 26. Q. to Kt's 4th. | |

A clever termination.

26. Q. to B's 7th.

27. P. to B's 6th.

And Black resigns.

GAME II.—ALLGAIER GAMBIT.

Between the same p'ayers.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. P. to K. R's 4th.
5. Kt. to K's 5th.
6. B. to B's 4th.
7. P. takes P.
8. P. to Q's 4th.
9. Kt. to Q. B's 3rd.

One of Mr. Morphy's many excellent inventions; we first saw him adopt it with success against Mr. Medley.

9. B. to K. B's 4th.

10. Kt. to K's 2nd.

Neutralizing the power of the adverse King's Knight.

10. B. takes Kt.

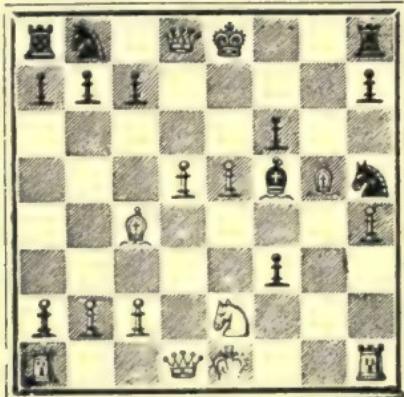
11. P. takes B.
12. P. takes P.
13. B. to K. Kt's 5th.

With a winning position.

13. P. to K. B's 3rd.

P. takes Kt., instead, would have availed nothing, because White by retaking Pawn with Queen would have regained the piece and brought his Queen into powerful co-operation :—

BLACK.



WHITE.

- | | |
|--------------------------|--------------------------|
| 14. P. takes P. | 14. Q. to Q's 3rd. |
| 15. Q. to Q's 4th. | 15. P. takes Kt. |
| 16. B. takes P. | 16. Q. to Kt's 6th (ch.) |
| 17. K. to Q's 2nd. | 17. Castles. |
| 18. Q. R. to K. Kt's sq. | |

And wins.

GAME III.—EVANS'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. P. to Q's 4th.
7. P. takes P.
8. Castles.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to B's 4th.
6. P. takes P.
7. B. to Kt's 3rd.

Mr. Boden, in his "Popular Introduction," has advocated B. to Kt's 2nd here,—a move well worthy of the student's attention. A close examination of it has satisfied us of its merits.

9. P. to Q's 5th.
10. P. to K's 5th.
11. Q. to R's 4th (ch.)
12. Q. takes Kt.
13. Kt. takes P.
14. Kt. takes B.

8. P. to Q's 3rd.
9. Kt. to R's 4th.
10. Kt. takes B.
11. B. to Q's 2nd.
12. P. takes P.
13. Q. to B's 3rd.

A good move.

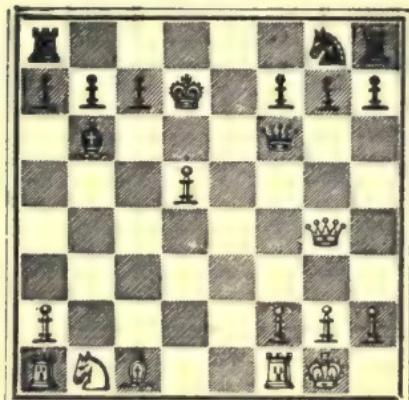
14. K. takes Kt.

Had Black taken the Rook with Queen, White would have obtained such an attack as must have won easily, either by forcing the King into a checkmate, or by winning the Queen.

15. Q. to K. Kt's 4th (ch.)

The attack is maintained with Mr. Morphy's characteristic energy. The diagram given represents the forces as they stood after this 15th move of White :—

BLACK.



WHITE.

15. K. to K's sq.

16. B. to Kt's 5th.

We believe that moving this B. to Q. R's 3rd would have been stronger play on White's part.—

16. Q. to Kt's 3rd.

Had the Rook been captured instead, White would have checked with Rook, easily forcing the game.

17. Kt. to B's 3rd.

18. Q. R. to K's sq. (ch.)

19. Q. to Kt's 4th (ch.)

20. B. takes Kt.

21. Kt. to K's 4th.

22. K. to R's sq.

23. P. to B's 4th.

24. P. to B's 5th.

17. Kt. to B's 3rd.

18. K. to B's sq.

19. K. to Kt's sq.

20. Q. takes B.

21. Q. to Kt's 3rd.

22. P. to K. R's 4th.

23. P. R's 5th.

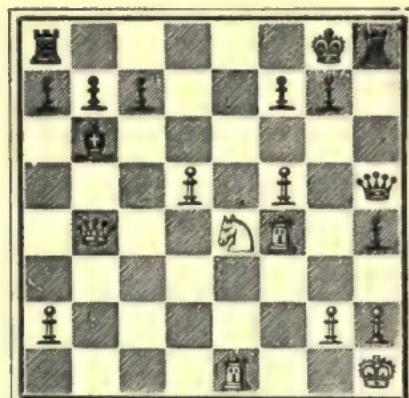
24. Q. to R's 4th.

Q. to Kt's 5th would clearly have cost her majesty's life, immediately.

25. R. to B's 4th.

A masterly move, threatening to win the Q. by Kt. to B's 6th (ch.) &c. We give a diagram of this interesting position :—

BLACK



WHITE

25. P. to K. B's 3rd.

If K. to R's 2nd, White would equally have checked at K. B's 6th, winning the Queen. But it was observed, at the time, by Mr. Boden, that if, instead of the move played (an oversight which at once costs Mr. Bird the game) Black had moved 25. R. to K. R's 3rd, the second player would have a strong defensible position, with a Pawn *plus*.

- | | |
|--------------------------|---------------------|
| 26. Kt. takes P. (ch.) | 26. P. takes Kt. |
| 27. R. to Kt's 4th (ch.) | 27. Q. takes R. |
| 28. Q. takes Q. (ch.) | 28. K. to B's sq. |
| 29. R. to K's 6th. | 29. R. to R's 3rd. |
| 30. Q. to K. B's 4th. | 30. K. to Kt's 2nd. |
| 31. R. to K's 7th (ch.) | |

And wins.

GAME IV.—PHILIDOR'S DEFENCE.

Between the same players.

- | | |
|------------------------|------------------------|
| WHITE. (Mr. B.) | BLACK. (Mr. M.) |
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. P. to Q's 3rd. |
| 3. P. to Q's 4th. | 3. P. to K. B's 4th. |
| 4. Kt. to B's 3rd. | |

P. takes K's P., is better play, and yields White the advantage, as follows,—

- | | |
|------------------------|-------------------------------|
| 4. P. takes K's P. | 4. B's P. takes P. |
| 5. Kt. to Kt's 5th. | 5. P. to Q's 4th (best.) |
| 6. P. to K's 6th. | 6. Kt. to K. R's 3rd (best.)* |
| 7. P. to K. B's 3rd. | 7. B. to K's 2nd. |
| 8. P. takes P. | 8. B. takes Kt. |
| 9. Q. to R's 5th (ch.) | 9. P. to Kt's 3rd. |
| 10. Q. takes B. | 10. Q. takes Q. |
| 11. B. takes Q. | |

With a winning position.

- | | |
|---------------------|--------------------|
| 4. P. takes K's P. | 4. P. takes K's P. |
| 5. Q. Kt. takes P. | 5. P. to Q's 4th. |
| 6. Kt. to Kt's 3rd. | 6. P. to K's 5th. |

The centre Pawns are now well established, and Black has the better position.

- | | |
|-----------------------|-----------------------|
| 7. Kt. to K's 5th. | 7. Kt. to K. B's 3rd. |
| 8. B. to K. Kt's 5th. | 8. B. to Q's 3rd. |
| 9. Kt. to R's 5th. | 9. Castles. |
| 10. Q. to Q's 2nd. | |

* If—

- | | |
|-------------------------|-------------------------------|
| 7. Kt. takes K's P. | 6. B. to B's 4th. |
| 8. Q. to R's 5th (ch.) | 7. B. to K's 2nd (best.) (A.) |
| 9. Q. to K's 5th. | 8. P. to K. Kt's 3rd. |
| 10. K. Kt. to Kt's 5th. | 9. Kt. to K. B's 3rd (best.) |
| 11. Q. to K's 3rd. | 10. B. to Q's 3rd. |

And Black must lose time to regain the Pawn.

(A.)

- | | |
|------------------------|-----------------------|
| 8. Q. to R's 5th (ch.) | 7. P. takes Kt. |
| 9. Q. takes B. | 8. P. to K. Kt's 3rd. |

And White has the better game.

(B.)

- | | |
|--------------------------|-------------------------|
| For if— | 7. B. to Kt's 3rd. |
| 8. B. to K. Kt's 5th. | 8. Kt. to K's 2nd. (C.) |
| 9. Q. to R's 5th (ch.) | 9. P. to K. Kt's 3rd. |
| 10. Kt. to B's 6th (ch.) | 10. K. to B's sq. |
| 11. B. (mates.) | |

(C.)

- | | |
|-----------------|-----------------------|
| 9. B. takes Kt. | 8. Kt. to K. B's 3rd. |
|-----------------|-----------------------|

And wins.

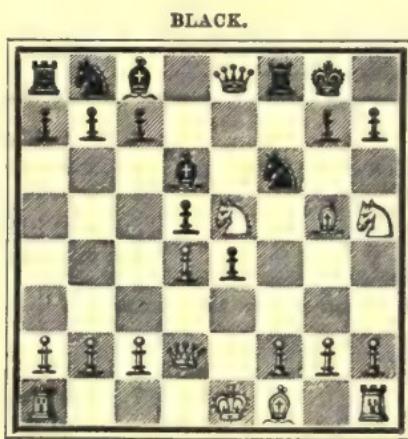
Taking Kt. with Kt. would have cost White a piece, and taking Kt. with Bishop would not have improved his game, e.g.—

- | | |
|----------------------|-----------------------|
| 10. B. takes Kt. | 10. P. takes B. |
| 11. Kt. to Kt's 4th. | 11. P. to K. B's 4th. |
| 12. Kt. to K's 5th. | 12. P. to B's 5th. |

With an excellent game.

10. Q. to K's sq.

In embarrassing positions like the present, Mr. Morphy constantly surprises one by his readiness in combining with the best defence some deep-laid scheme for his adversary's destruction. After White's move of Kt. to R's 5th, it seems far from easy for Black to originate a sound defence; but the young American hits on a reply, which combines both the offensive and defensive in their most approved form, and wins a clear Pawn. We represent the position, which is very instructive, on a diagram:—



WHITE.

11. P. to K. Kt's 4th.

Evidently a bad move, and a mistake.

11. Kt. takes P.

12. Kt. takes Kt.,

Kt. takes Kt's P. would perhaps have been more advantageously

- | | |
|---------------------|---------------------|
| 13. Kt. to K's 5th. | 12. Q. takes Kt. |
| 14. B. to K's 2nd. | 13. Kt. to B's 3rd. |
| | 14. Q. to R's 6th. |

15. Kt. takes Kt.

16. B. to K's 3rd.

The first step of a most masterly manœuvre.

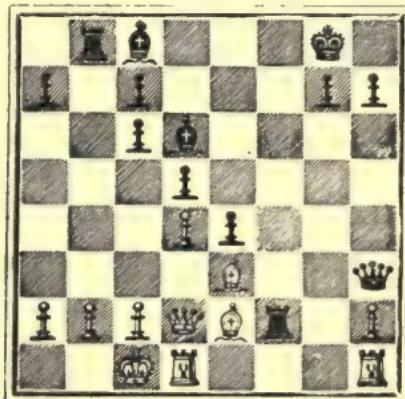
17. Castles (Q. R.)

The reply that Mr. Morphy evidently anticipated.

17. R. takes B's P.

This brilliant sacrifice is the more admirable as it is perfectly sound. A diagram is added of the position —

BLACK.



WHITE.

18. B. takes R.

18. Q. to Q. R's 6th.

A beautiful sequel, White is evidently mated on the move if he take the Queen.

19. P. to B's 3rd.

We see nothing more promising, for Q. to K. Kt's 5th would have been answered with 19. P. to K's 6th, threatening mate again, and if Q. or B. then take the Pawn, Black wins in three moves. The check at Q's 8th after Q. to Kt's 5th were worse than useless.

19. Q. takes R's P.

20. P. to Kt's 4th.

If 21. Q. to B's 2nd, Black takes P. with R., and then plays K. B. to R's 6th, mating in a few moves.

21. K. to B's 2nd.

20. Q. to R's 8th (ch.)

22. K. to Kt's 2nd.

21. Q. to R's 5th (ch.)

23. P. takes B.

22. B. takes Kt's P.

24. Q. takes R.

23. R. takes P. (ch.)

This is forced.

24 Q. takes Q. (ch.)

25. K. to B's 2nd.

K. to R's 2nd would have given White a 'draw,' if we are not mistaken: as would also K. to B's sq., on his 22nd move, but White evidently played to win.

25. P. to K's 6th.

26. B. takes P.

26. B. to B's 4th (ch.)

27. R. to Q's 3rd.

If the B. were interposed, the piece is lost by Q. to B's 5th (ch.)

27. Q. to B's 5th (ch.)

28. K. to Q's 2nd.

28. Q. to R's 7th (ch.)

29. K. to Q's sq.

29. Q. to Kt's 8th (ch.)

And wins.

GAME I.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Boden.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. to Kt's 3rd.

Mr. Boden is of opinion that this is Black's best move.

5. P. to Q. R's 4th.
5. P. to Q. R's 3rd.

P. to Q. R's 4th, although inferior, is recommended in the "Handbuch," and White is instructed to continue his game as follows,—

6. P. to Kt's 5th.
6. Kt. to Q's 5th.
7. Kt. takes P.
7. Q. to B's 3rd.
8. Kt. to K. B's 3rd.
8. Kt. to K's 3rd.
9. P. to K's 5th.

And White has the better game.

6. P. to B's 3rd.

Intending to bring the Queen to her Kt's 3rd.

7. P. to Q's 3rd.
8. Q. to Kt's 3rd.
9. B. to K. Kt's 5th.
10. B. to R's 4th.
11. Q. Kt. to Q's 2nd,

6. P. to Q's 3rd.
7. Kt. to B's 3rd.
8. Q. to K's 2nd.
9. P. to R's 3rd.
10. Kt. to Q's sq.
11. P. to Kt's 4th.

12. B. to Kt's 3rd.
 13. P. to R's 3rd.
 14. Kt. to R's 2nd.

Kt. takes B., followed by Q. to K. B's 7th (ch.) would have secured two Pawns, but Black thought it better to develope his game by bringing out the pieces on the Queen's side.

15. Castles (Q. R.)
 16. Kt. to Kt's 4th.
 17. K. to Kt's sq.

The best move; for, with the King at B's sq., White could not have retreated the Kt. to K's 3rd when Black advanced his P. to K. R's 4th, or he would have lost a piece by either B. takes Kt. &c., or Kt. to K's 7th (ch.) &c.

18. Kt. to K's 3rd.
 19. P. takes B.
 20. B. to B's 2nd.
 21. B. takes Kt.
 22. K. R. to Kt's sq.
 23. Kt. to B's 3rd.
 24. Kt. takes R's P.
 25. Kt. to B's 5th.
 26. Q. to R's 2nd.

12. Kt. to R's 4th.
 13. Q. to B's 3rd.
 14. Kt. to K's 3rd.
 15. K. Kt. to B's 5th.
 16. Q. to Kt's 2nd.
 17. P. to K. R's 4th.
 18. B. takes Kt.
 19. Kt. takes Kt's P.
 20. Kt. to R's 5th.
 21. P. takes B.
 22. Q. to R's 3rd.
 23. Q. takes P.
 24. Q. takes R's P.
 25. B. to Q's 2nd.

Threatening to win the Queen.

26. Kt. to B's 5th.

Mr. Boden selected the best course here, for, in giving up the Queen, he obtained a full equivalent for her loss, and one sufficient to secure the draw, if correctly followed up.

27. R. to Kt's 3rd.
 28. R. takes Q.
 29. B. takes P. (ch.)

27. B. takes Kt.
 28. B. takes R.
 29. K. to Q's 2nd.

K. to K's 2nd would have given Black a very good game, and freed him from all his difficulties.

30. P. to Q's 4th.
 31. R. to Q's 2nd.
 32. Q. to B's 4th.
 33. P. takes P.
 34. R. to K. B's 2nd.
 35. Q. to B's 5th (ch.)

30. B. to Kt's 5th.
 31. K. to K's 2nd.
 32. P. to B's 3rd.
 33. P. takes P.
 34. Q. R. to Q's sq.
 35. K. to B's 3rd.

Had K. taken B., White would have taken K's P. with Queen, and the Kt. could not have been saved.

36. B. to Kt's 3rd.

36. K. R. to K's sq.

P. to R's 5th would perhaps have proved a better move.

37. P. to R's 5th.

37. R. to Q's 6th.

38. Q. to B's 4th.

38. R. to Q's 2nd.

39. K. to R's 2nd.

39. K. R. to Q's sq.

40. K. to R's 3rd.

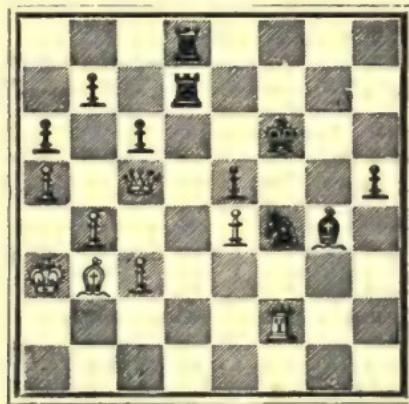
40. K. to Kt's 4th.

41. Q. to B's 5th.

41. K. to B's 3rd.

Black should have played R. to K's sq., for by moving the K's R. to and fro, Mr. Boden has a clear draw, but he probably intended to try to win with his K. R's P., as we think will be apparent on reference to the diagram annexed:—

BLACK.



WHITE.

42. R. takes Kt. (ch.)

42. P. takes R.

43. P. to K's 5th (ch.)

43. K. to Kt's 3rd.

44. B. to B's 2nd (ch.)

44. R. to Q's 6th.

Black had no better move; for if B. to B's 4th, White would have checked at Kt's sq. with Queen, winning the Bishop, and if K. to R's 3rd, Mr. Morphy would have played P. to K's 6th, and when the Bishop took the Pawn, have moved the Q. to K's 5th, winning easily.

45. Q. to K's 7th.

45. K. R. to Q's 2nd.

46. Q. to B's 6th (ch.)

46. K. to R's 2nd.

47. P. to K's 6th.

47. K. R. to Q's 3rd.

48. Q. to B's 7th (ch.)

48. K. to R's 3rd.

49. Q. takes P. (ch.)

49. K. to Kt's 2nd.

50. Q. to Kt's 5th (ch.) 50. K. to R's sq.
 51. Q. to R's 6th (ch.) 51. K. to Kt's sq.
 52. Q. to Kt's 6th (ch.) 52. K. to R's sq.
 53. B. takes R.

And wins.

GAME II.—RUY LOPEZ KNIGHT'S GAME.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. P. to B's 3rd.
5. Castles.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. Q. to K's 2nd.
5. P. to B's 3rd.

This is a defence of Mr. Boden's own, but it has not been sufficiently tested in actual play to enable us to speak confidently as to its merits. It seems to give the second player a more cramped position than the ordinary defences, but for all that may turn out not more objectionable.

6. P. to Q's 4th.
7. Kt. to R's 3rd.

6. B. to Kt's 3rd.

7. P. to Q. Kt's 3rd, in order to follow with Q. B. to R's 3rd, is also an excellent mode of pursuing the attack.

8. Kt. to B's 4th.
9. Kt. to K's 3rd.
10. Kt. to B's 5th.
11. B. to R's 4th.

7. Kt. to Q's sq.
8. Kt. to B's 2nd.
9. P. to B's 3rd.
10. Q. to B's sq.

The opening moves on both sides are identical with those that were played in the ninth game of the match with Löwenthal; the latter here, however, as may be seen by referring to the game, moved B. to Q's 3rd, and we consider that a better move than the one in the text.

12. Kt. to K's 3rd.
13. P. to Q's 5th.
14. P. takes P.
15. Kt. to B's 4th.

11. P. to Kt's 3rd.
12. P. to Q's 3rd.
13. B. to Q's 2nd.
14. P. takes P.
15. R. to B's sq.

Q. to K's 2nd, at once, seems to gain Black more time.

16. P. to Q. Kt's 3rd.

16. B. to K's 3rd.

Well played. Black is thus enabled to get rid of his adversary's Q's Kt., which threatened to aid very forcibly in the attack.

17. Q. to Q's 3rd.

17. Q. to K's 2nd.

The only move to liberate the pieces on the K's side.

18. B. to R's 3rd.

18. B. takes Kt.

19. Q. takes B.

19. K. to B's sq.

20. Q. R. to Q's sq.

20. P. to Q. B's 4th.

K. to Kt's 2nd at once would possibly have been better.

21. R. to Q's 3rd.

21. K. Kt. to R's 3rd.

22. K. to R's sq.

22. K. to Kt's 2nd.

23. B. to B's sq.

23. K. R. to B's sq.

24. P. to K. Kt's 4th.

Played, it would seem, solely to gain an attack, but strictly speaking an unsound venture.

25. P. to K. R's 3rd.

24. Kt. takes P.

26. R. to Kt's sq.

25. K. Kt. to R's 3rd.

27. Kt. to R's 4th.

26. K. to R's sq.

28. Q. R. to Kt's 3rd.

27. R. to K. Kt's sq.

29. Kt. to B's 5th.

28. P. to Kt's 4th.

30. P. takes Kt.

29. Kt. takes Kt.

31. K. R. to Kt's 2nd.

30. Q. to Kt's 2nd (ch.)

32. Q. to K. Kt's 4th.

31. P. to Q's 4th.

33. Q. to R's 5th.

32. Kt. to R's 3rd.

34. R. to B's 3rd. -

33. Kt. takes P.

34. Kt. to Kt's 2nd.

Kt. to R's 5th looks a good move, but it is so only in appearance. White, in reply thereto, would have taken the B's P. with Rook, and on Kt. taking Rook, have played R. to B's 7th, a terrible rejoinder.

35. Q. to R's 6th.

35. B. to Q's sq.

Mr. Boden plays the last series of moves with very great ability, completely extricating himself from the constrained position that he previously occupied.

36. R. takes K. B's P.

White was, in a manner, compelled to play thus and free himself from the Pawns so strongly arrayed in opposition.

36. B. takes R.

37. Q. takes B.

37. Q. R. to B's sq.

38. Q. takes K's P.

39. Q. to K's 3rd.

38. R. to B's 4th.

Black has so good an attack, that extreme nicety of play was required on the part of his opponent.

40. P. takes P.

41. Q. to K's 2nd.

39. P. to Q's 5th.

40. R. to B's 6th.

41. P. takes P.

The best play on the board.

42. B. takes P.

43. Q. to Q's 2nd.

44. P. to Kt's 4th.

42. P. to Q's 6th.

43. Q. to Q's 4th.

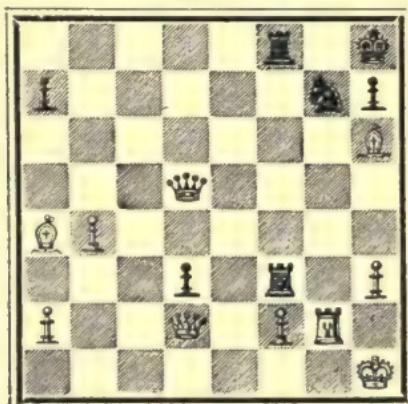
44. K. R. to K. B's sq.

R. takes P. (ch.), and then Q. to K's 4th would, no doubt, have been much better play, and must have led to an easy win for Black.

45. B. to R's 6th.

This position is both instructive and interesting, and we represent it accordingly on a diagram :

BLACK.



WHITE.

45. R. takes P. (ch.)

Taking the K. B's P. would have been bad, *e. g.*,

46. B. takes Kt. (ch.)

47. B. to Q. Kt's 3rd.

48. B. takes Q.

45. R. takes K. B's P.

46. K. to Kt's sq.

47. R. takes Q. (best.)

And wins.

46. K. to Kt's sq.

46. R. to K. Kt's sq.,

47. B. to K. Kt's 5th.

Mr. Morphy selected the best move; had he played Q. to K. B's 4th, Black would have gained a piece by R. takes B., and then Q. takes R. (ch.), &c.; and if B. to Q. Kt's 3rd, the game would soon have been ended by Black's posting Queen at K. R's 4th.

47. Q. to Q's 5th.

Q. to K's 4th were still stronger.

48. Q. to B's 4th.

48. Q. to R's 8th (ch.)

49. Q. to B's sq.

49. Q. to K's 4th.

Changing Queens would have left Black with a game very difficult to win.

50. B. to R's 6th.

50. Kt. to K's sq.

51. R. takes R. (ch.)

51. K. takes R.

52. B. to Kt's 3rd (ch.)

52. K. to R's sq.

53. B. to K. B's 4th.

53. Q. to Kt's 2nd (ch.)

54. B. to Kt's 3rd.

54. R. to R's 4th.

The following variation would have occurred, in all probability, if Black had played R. to R's 5th.—

55. Q. to K's sq.

54. R. to R's 5th.

56. Q. to K's 3rd.

55. Kt. to B's 3rd (best.)

57. B. to K. B's 7th.

56. Q. to K. Kt's 3rd (best.)

58. Q. takes P., &c.

57. Q. to K. Kt's 2nd.

If,—

55. Kt. to Q. B's 2nd.

56. Q. to K's 5th.

56. R. to K. Kt's 5th.

57. Q. to Q's 6th.

And wins the Pawn. It is to be observed that Black would gain nothing by playing 54. Q. to Q. Kt's 2nd, as White in reply would move Q. B. to K's 5th (ch.), and then K. B. to Q's 5th, winning Black's Rook, if Q. take K's B.

55. Q. to Q's sq.

55. R. to K's 4th.

56. Q. takes P.

56. R. to K's 8th (ch.)

57. K. to Kt's 2nd.

And after a few more moves the game was resigned as drawn.

GAME III.—KING'S GAMBIT DECLINED.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.

2. P. to K. B's 4th.

BLACK. (Mr. B.)

1. P. to K's 4th.

2. B. to B's 4th.

Authors generally concur in denoting this as the best mode of evading the attack in the King's Gambit. Jaenisch, however, does not go to the same length. In his excellent "Analyses Nouvelle," p. 139, he says, "Il n'existe, dans notre opinion, aucune manière complètement satisfaisante de refuser le Gambit du Roi," &c. Boden in his "Popular Introduction," p. 119, recommends also Kt. to K. B's 3rd as a good move in declining the gambit.

3. Kt. to K. B's 3rd.

4. P. to B's 3rd.

5. B. to K's 2nd.

3. P. to Q's 3rd.

4. B. to K. Kt's 5th.

Staunton pronounces this to be the best move.

5. Kt. to Q. B's 3rd.

Deviating from the routine method of play which is B. takes Kt., recommended by Mr. Boden himself.

6. P. to Q. Kt's 4th.

7. P. to Kt's 5th.

8. P. to Q's 4th.

9. B. takes B.

10. P. takes P.

11. B. to K's 3rd.

12. B. to B's 2nd.

6. B. to Kt's 3rd.

7. Kt. to R's 4th.

8. B. takes Kt.

9. P. takes Q's P.

10. Q. to B's 3rd.

11. Kt. to B's 5th.

12. Q. takes B's P.

The Queen is so badly placed, and so exposed to attack, after the capture of this Pawn, that it is very questionable whether Black's 10th move, which ensured the gaining of the Pawn, was judiciously chosen.

13. Castles.

13. Kt. to B's 3rd.

14. Q. to Q's 3rd.

This gains time and enables White to develop his game quickly.

15. Kt. to B's 3rd.

16. P. to Kt's 3rd.

17. K. to Kt's 2nd.

18. Q. R. to K's sq.

19. B. to K's 3rd.

20. Kt. to K's 2nd.

14. Kt. to Q. R's 4th.

15. Castles (K. R.)

16. Q. to R's 3rd.

17. Q. R. to K's sq.

18. K. to R's sq.

19. Q. to Kt's 3rd.

20. P. to K. R's 3rd.

Taking the Pawn with the Knight would have cost Black a piece, by White's playing Kt. to K. B's 4th.

21. B. to Q's 2nd.
 22. Kt. to B's 4th.
 23. P. to K's 5th.

Correctly played; after this move White's game is to be taken for choice.

24. Kt. takes Q.
 24. Kt. to B's 5th.

Kt. to K's 5th would in no way have resulted more favourably, e.g.,

25. B. takes Kt.
 26. B. takes Kt.
 27. R. takes K's P.

21. P. to Q's 4th.
 22. Q. to R's 2nd

23. Q. takes Q.
 24. Kt. to B's 5th.

24. Kt. to K's 5th.
 25. P. takes B.
 26. B. takes B.

With the better game.

Or—

27. B. takes B.
 28. R. to Q's sq., &c.

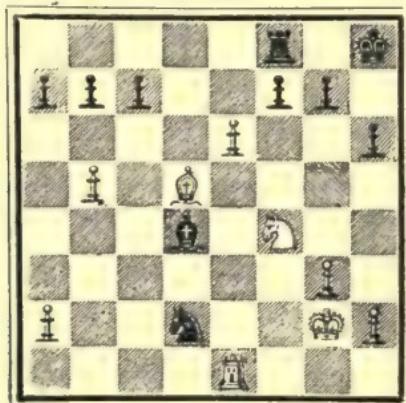
26. P. takes Kt.
 27. B's P. takes B.

25. B. to Q. Kt's 4th.
 26. B. takes R.
 27. Kt. to B's 4th.
 28. B. takes P.
 29. B. takes Kt.
 30. B. to Q's 5th.
 31. P. to K's 6th.

25. Kt. to K's 5th.
 26. R. takes B.
 27. K. Kt. to Q's 7th.
 28. Kt. takes R.
 29. Kt. to Q's 7th.
 30. B. takes P.

Very well played; the diagram annexed shews the position of the pieces at this juncture:—

BLACK.



WHITE.

32. P. to K's 7th.
 33. B. takes B's P.
 34. P. takes P.
 35. R. takes R.

31. P. to K. Kt's 4th.
 32. R. to K's sq.
 33. P. takes Kt.
 34. R. takes P.

And wins.

GAME IV.—RUY LOPEZ KNIGHT'S GAME.

Between the same players.

WHITE. (Mr. B.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. P. to Q's 4th.
5. P. to K's 5th.
6. Castles.
7. P. to B's 3rd.
8. P. takes P.
9. B. to Q. B's 4th.
10. B. to K. Kt's 5th.
11. R. to K's sq.
12. B. to R's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to B's 3rd.
4. P. takes P.
5. Kt. to Q's 4th.
6. B. to B's 4th.
7. Castles.
8. B. to Kt's 3rd.
9. Q. Kt. to K's 2nd.
10. Q. to K's sq.
11. P. to K. R's 3rd.

Up to this point White's game is opened with much judgment; here, however, we should have played somewhat differently. By taking the Kt. with Q's B., and following that move up with Kt. to R's 4th, we believe that the game would have been turned still more in White's favour.

12. Kt. to B's 5th.

A good move.

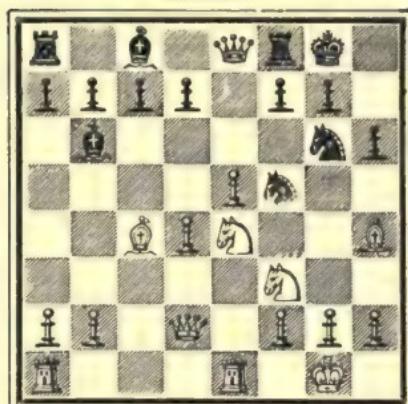
13. Kt. to B's 3rd.
 14. Q. to Q's 2nd.
 15. Kt. to K's 4th.

13. Kt. to B's 4th.
 14. Kt. to Kt's 3rd.

All very finely played, but perhaps moving this Kt. to Q's 5th would have been still stronger, as it would have prevented Black's reply of P. to Q's 4th, we show the position on the diagram that follows:—



BLACK.



WHITE.

15. P. to Q's 4th.

The best reply, for if Black had attempted to win the piece by Kt takes B., &c., the rejoinder of Kt. to B's 6th (ch.) would have proved a fatal one.

16. P. takes P. (*en passant.*) 16. Q. to Q's 2nd.

17. Kt. to K's 5th.

A sad oversight, losing a clear piece at once; Q. B. to K's 7th looks much better.

17. Kt. takes Kt.

18. P. takes Kt.

18. Kt. takes B.

19. Kt. to B's 6th (ch.)

19. P. takes Kt.

20. P. to K's 6th.

This portion of the game is exceedingly well played by Mr. Boden, and shews him to be the master that he is considered.

20. Q. takes Q's P.

21. Q. takes P.

21. B. takes K's P.

22. B. takes B.

White, annoyed by the oversight of losing a piece, evidently plays without due consideration: here he should have moved the R. to K's 4th, which, if we are not mistaken would even now have given White the chance of a draw.

22. P. takes B.

23. R. to K's 4th.

23. Kt. to B's 4th.

24. R. to Kt's 4th (ch.)

24. K. to B's 2nd.

And wins.

CASUAL GAMES.

GAME V.—KING'S BISHOP'S OPENING.

Between the same players.

WHITE. (Mr. B.)

1. P. to K's 4th.

2. B. to B's 4th.

We deem this the best defence.

3. Kt. to K. B's 3rd. 3. Kt. takes P.

Heydebrand pronounces this to be the correct reply.

4. Kt. to B's 3rd.

The game now accords with a position sometimes arising in the Petroff's Opening, e.g.,—

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

3. B. to B's 4th.

4. Kt. to B's 3rd.

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

3. Kt. takes P.

4. Kt. to K. B's 3rd.

5. Kt. takes P.

6. Q. to K's 2nd.

7. B. to Kt's 3rd.

5. P. to Q's 4th.

6. B. to K's 2nd.

7. Castles.

The game is then properly considered an even one. We, however, think that Black can safely venture to take the Kt. in reply to White's fourth move, e.g.,—

4. Kt. to B's 3rd.

5. Q's P. takes Kt.

6. Castles.

4. Kt. takes Kt.

5. P. to K. B's 3rd.

6. Q. to K's 2nd, &c.

For if White now plays 7. Kt. to R's 4th, the answer is 7. P. to Q. B's 3rd, and Black has a safe game and a Pawn ahead. This mode of defence was at first objected to, as it was considered to expose the second player to a dangerous attack; and the objection was just when, on the 6th move, Black played, as advised, P. to Q's 3rd., but if 6. Q. to K's 2nd is played instead (a move first advocated by Mr. Brien), the first player, we believe, is left with an inferior game.

4. Kt. takes Kt.

5. Q's P. takes Kt,

5. P. to Q. B's 3rd.

The "Handbuch" here gives as best,—

6. Kt. takes P.

5. B. to K's 2nd.

But Mr. Morphy's deviation from the usual line of play deserves attention.

6. Kt. takes P.

6. P. to Q's 4th.

7. Castles.

7. B. to Q's 3rd.

8. R. to K's sq.

8. B. to K's 3rd.

9. B. to Q's 3rd.
 10. P. to K. B's 4th.
 11. P. takes Kt.
 12. K. to R's sq.

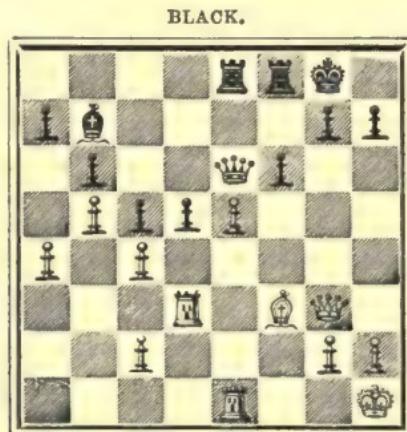
The Bishop might have been interposed, but Mr. Boden probably was apprehensive of the reply Q. to Kt's 3rd.

13. B. to K's 3rd.
 14. R. takes B.
 15. Q. to K's sq.
 16. Q. to Kt's 3rd.
 17. Q. R. to K's sq.
 18. B. to K's 2nd.
 19. B. to B's 3rd.
 20. R. to Q's 3rd.
 21. P. to Q. Kt's 4th.
9. Kt. to Q's 2nd.
 10. Kt. takes Kt.
 11. B. to B's 4th (ch.)
 12. Q. to R's 5th.
 13. B. takes B.
 14. Castles (K. R.)
 15. Q. to R's 3rd.
 16. Q. R. to K's sq.
 17. P. to Q. B's 4th.
 18. B. to Q's 2nd.
 19. Q. to K's 3rd.
 20. B. to B's 3rd.
 21. P. to Q. Kt's 3rd.

Necessary, as White threatened to advance the Kt's P., attacking the Bishop, and then to take Q's P. with his B.

22. P. to Q. R's 4th.
 23. P. to Kt's 5th.
 24. P. to B's 4th.
22. P. to B's 3rd.
 23. B. to Kt's 2nd.

The position now becomes one of interest and difficulty, and we illustrate it by a diagram accordingly:—



WHITE.

- 25. R. to Q's 6th.**
24. P. takes B's F
 25. Q. to K's 2nd

26. B. takes B.

The following is a pleasing variation here,—

- | | |
|-----------------------|-----------------------------|
| 26. B. to K. R's 5th. | 26. P. to Kt's 3rd (best.)* |
| 27. P. to K's 6th. | 27. B. to B's sq. (or A.) |
| 28. B. to K's 2nd. | 28. R. to Q's sq. |
| 29. R. takes R. | 29. R. takes R. (best.) |
| 30. B. takes P. &c. | |

(A.)

- | | |
|-----------------------|------------------------|
| 28. R. takes R. | 27. R. to Q's sq. |
| 29. B. takes P. | 28. R. takes R. (best) |
| 30. Q. takes P. (ch.) | 29. P. takes B. |

And draws by perpetually checking; for were Black now to interpose his Queen, White would win by P. to K's 7th, &c.

- | | |
|----------------------|-----------------------|
| 27. P. to K's 6th. | 26. Q. takes B. |
| 28. Q. R. to Q's sq. | 27. Q. to Q. B's 2nd. |
| 29. K. to Kt's sq. | 28. R. to Q's sq. |

White could not take the Rook, as Black would have retaken with Rook, and left his Queen *en prise*, threatening mate.

- | | |
|-------------------------|---------------------|
| 30. Q. takes R. | 29. R. takes R. |
| 31. R. takes Q. | 30. Q. takes Q. |
| 32. K. to B's 2nd. | 31. R. to K's sq. |
| 33. K. to B's 3rd. | 32. K. to B's sq. |
| 34. R. to Q's 7th (ch.) | 33. K. to K's 2nd. |
| 35. R. takes R's P. | 34. K. takes P. |
| 36. R. to R's 6th. | 35. R. to K's 2nd. |
| 37. P. to R's 5th. | 36. R. to Kt's 2nd. |
| 38. P. takes P. | 37. K. to Q's 3rd. |
| 39. K. to K's 3rd. | 38. K. to K's 3rd. |
| 40. P. to Kt's 4th. | 39. P. to Kt's 4th. |

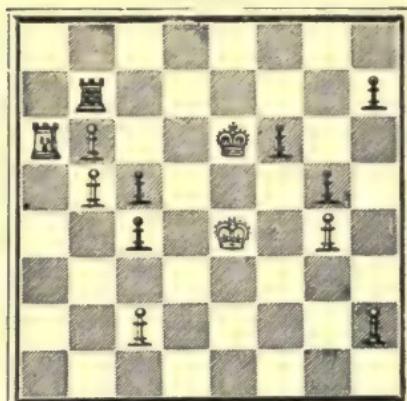
All this is played by Mr. Boden with the skill of a master.

- | | |
|--------------------|--------------------|
| 41. K. to K's 4th. | 40. K. to Q's 3rd. |
| | 41. K. to K's 3rd. |

The remainder of the game was never recorded. In the present position White has a won game, but it terminated in a draw. We give a diagram of the situation:—

* For if 26. R. to Q's sq., 27. P. takes P., and wins.

BLACK.



WHITE.

GAME VI.—SCOTCH GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. B. to Q. B's 4th.
5. Castles.
6. P. to B's 3rd.
7. P. takes P.
8. Kt. to B's 3rd.
9. P. to Q's 5th.

Kt. to K's 4th were decidedly better.

10. B. to Q's 3rd.
11. B. to K. Kt's 5th.
12. B. to R's 4th.

P. to K. Kt's 4th would have been injudicious, as White might have taken it with Kt., and gained an advantage.

13. P. to K. R's 3rd.
14. P. to K. Kt's 4th.
15. Q. to Q's 2nd.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. takes P.
4. B. to B's 4th.
5. P. to Q's 3rd.
6. Kt. to B's 3rd.
7. B. to Kt's 3rd.
8. Castles.
9. Kt. to Q. R's 4th.

10. P. to B's 4th.
11. P. to K. R's 3rd.
12. B. to Kt's 5th.

13. B. to R's 4th.
14. B. to Kt's 3rd.
15. R. to K's sq.

16. Q. R. to K's sq. 16. B. to B's 2nd.
 17. Kt. to Q. Kt's 5th. 17. K. to R's 2nd.

To defend the K. R. P., which would otherwise have been taken by White's Queen after the exchanges of Kt. takes B., and Q. B. takes K's Kt.

18. B. takes Kt. 18. P. takes B.
 19. Kt. takes B. 19. Q. takes Kt.
 20. Q. to B's 3rd. 20. Q. to Q's sq.
 21. Kt. to R's 4th.

A good move, paving the way for the advance of the B's P.

22. P. to B's 4th. 21. P. to Kt's 3rd.
 23. Kt. takes B. 22. K. to Kt's 2nd.
 24. P. to K's 5th. 23. P. takes Kt.

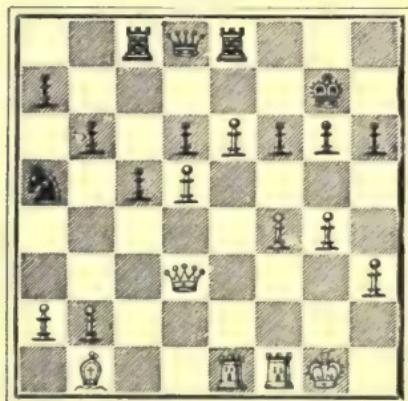
Obtaining a fine attack.

25. B. to Kt's sq. 24. R. to Q. B's sq.
 25. K. to B's 2nd.

It would be difficult, at this point, to determine on a line of defence satisfactory for Black, his game is now so much inferior to that of his adversary.

Position of the forces after White's 27th move:—

BLACK.



WHITE.

26. P. to K's 6th (ch.) 26. K. to Kt's 2nd.
 27. Q. to Q's 3rd. 27. P. to B's 4th.
 28. P. takes P. 28. Q. to B's 3rd.

29. P. takes P.

30. P. to B's 5th.

Q. to Q's 5th (ch.) would have been equally ineffective, as White would have exchanged Queens, and then won by pushing P. to B's 6th (ch.), &c.

31. P. to K's 7th.

32. Q. to K. Kt's 3rd.

33. R. to K's 6th.

34. Q. to K. R's 2nd.

35. P. to B's 6th (ch.)

29. Q. takes Q. Kt's P.

30. Q. t. B's 3rd.

31. P. to B's 5th.

32. P. to B's 6th.

33. Q. to Q's 5th (ch.)

34. Q. takes Q's P.

And wins.

GAME VII.—TWO KNIGHT'S OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. Kt. to Kt's 5th.
5. P. takes P.
6. P. to Q's 3rd.
7. Kt. to K. B's 3rd.
8. P. takes Kt.
9. Kt. to Q. B's 3rd.
10. B. to K's 3rd.
11. P. to K. R's 3rd.
12. P. to Q. R's 3rd.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to K. B's 3rd.
4. P. to Q's 4th.
5. Kt. to Q. R's 4th.
6. P. to K. R's 3rd.
7. Kt. takes B.
8. B. to Q's 3rd.
9. P. to Q. R's 3rd.
10. P. to Q. Kt's 3rd.
11. Castles.
12. Q. to K's 2nd.

This is a very good move of Black's, as Mr. Morphy observed, for it threatens, if White castles, to play P. to K's 5th, and then Q. to K's 4th.

13. Q. to Q's 2nd

To have Castled would not have been judicious.

14. Q. to K's 2nd.
15. P. to K. Kt's 4th.
16. Kt. takes Kt.
17. K. R. to Kt's sq.

13. B. to K. B's 4th.
14. B. to K. R's 2nd.
15. Kt. to K's 5th.
16. B. takes Kt.
17. Q. to K. B's 3rd.

18. R. to Kt's 3rd

19. R. takes B.

Had White taken B. with Q. he would have lost the exchange.

18. B. takes Kt.

19. Q. to K. R's 5th.

The move of Q. to K. Kt's 3rd has some recommendations, but the objection to it is White's replying with R. to K. B's 5th; by playing Q. to R's 5th Black insures the regain of his Pawn, though in rather embarrassing circumstances.

20. R. to Kt's 3rd.

21. R. to K. Kt's sq.

22. Castles (Q. R.)

23. Q. to Q's 2nd.

24. K. to Kt's sq.

20 P. to K's 5th.

21. Q. takes R's P.

22. Q. to K. B's 6th.

23. P. to Q. R's 4th.

White now threatens to take K. R's P. with B., which he evidently could not, whilst the K. stood at Q. B's sq.

24. P. to K. B's 3rd.

25. R. to K. R's sq.

25. K. to B's 2nd.

These last are the best moves.

26. Q. R. to K. Kt's sq.

26. K. to K's 2nd.

The only hastily played move, and the one which costs Black the game; by moving K. R. to K. R's sq. he would have had an equal game.

27. Q. to K's sq.

Threatening to move next Q. to K. B's sq., and then R. to K. R's 3rd.

27. B. to K. B's 5th.

The only move to save the Queen.

28. R. to K. R's 4th.

28. R. to K. Kt's sq.

Played in order to be able to move P. to K. B's 4th. Had Black taken B. with B., White would have retaken with Pawn, and then won the Queen by Q. R. to K. Kt's 3rd.

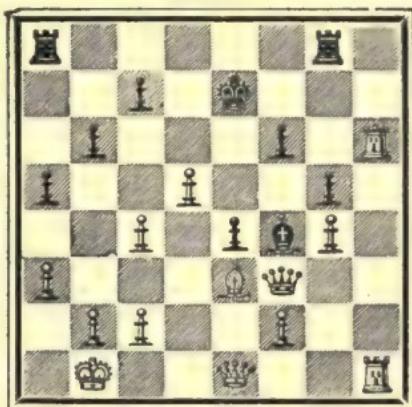
29. Q. R. to K. R's sq.

29. P. to K. Kt's 4th.

This seems correct, as Black is menaced with the loss of his Bishop by White's moving Q. R. to K. R's 3rd. It will be observed that if Black takes B. with B., White retakes with Pawn, and then wins the Queen by moving Q. R. to K. R's 3rd, and afterwards Q. R. to K. Kt's 3rd.

30. R. takes R's P.

BLACK.



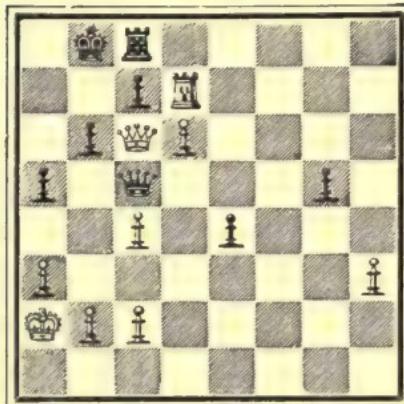
WHITE.

- | | |
|---------------------------|-------------------------|
| 31. P. takes B. | 30. B. takes B. |
| 32. R. to K. B's sq. | 31. Q. R. to K. B's sq. |
| 33. Q. to Q. B's 3rd. | 32. Q. takes Kt's P. |
| 34. Q. R. takes K. B's P. | 33. K. to Q's 2nd. |
| 35. Q. takes R. | 34. R. takes R. |
| 36. R. to R's 7th. | 35. K. to B's sq. |
| 37. Q. to Q. B's 6th. | 36. K. to Kt's sq. |
| 38. R. to Q's 7th. | 37. R. to Q. B's sq. |

Threatening the fatal advance of P. to Q's 6th, which he could not play before, as Black would have checked with Q. at Q's 8th, and then taken the Pawn. The ending is all very neatly played.

- | | |
|--------------------|-----------------------------|
| 39. K. to R's 2nd. | 38. Q. to Q. Kt's 8th (ch.) |
| 40. P. to Q's 6th. | 39. Q. takes K's P. |
| | 40. Q. to Q. B's 4th. |

BLACK.



WHITE.

- | | |
|-----------------------------|------------------------|
| 41. Q. takes K's P. | 41. K. to R's 2nd. |
| 42. P. to B's 3rd. | 42. P. to R's 5th. |
| 43. Q. to Q's 5th. | 43. Q. takes Q. |
| 44. P. takes Q. | 44. P. to Q. Kt's 4th. |
| 45. P. takes B's P | 45. K to Kt's 3rd. |
| 46. P. to Q's 6th. | 46. P. to K. Kt's 5th. |
| 47. R. to Q's 8th. | 47. K. to Kt's 2nd. |
| 48. P. to Q's 7th. | 48. R. takes P. |
| 49. R. to Q. Kt's 8th (ch.) | 49. K. takes R. |
| 50. P. Queens (ch.) | |

And wins.

GAME VIII.—PHILIDOR'S DEFENCE.

Between the same players.

WHITE. (Mr. B.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd	2. P. to Q's 3rd.
3. P. to Q's 4th.	3. P. takes P.
4. Q. takes P.	4. B. to Q's 2nd.
5. B. to K's 3rd.	5. Kt. to Q. B's 3rd
6. Q. to Q's 2nd.	6. Kt. to K. B's 3rd.
7. B. to Q's 3rd.	7. B. to K's 2nd.
8. Kt. to Q. B's 3rd.	8. Castles.

- | | |
|------------------------|------------------------|
| 9. Castles (K. R.) | 9. P. to K. R's 3rd. |
| 10. P. to K. R's 3rd. | 10. K. Kt. to R's 2nd. |
| 11. P. to K. Kt's 4th. | 11. P. to K. R's 4th. |
| 12. Kt. to R's 2nd. | 12. P. takes P. |
| 13. P. takes P. | 13. Kt. to K's 4th. |
| 14. P. to K. B's 3rd. | 14. P. to K. Kt's 4th. |
| 15. K. to Kt's 2nd. | 15. P. to Q. B's 4th. |
| 16. R. to K. R's sq. | 16. K. to Kt's 2nd. |
| 17. Kt. to K. B's sq. | 17. R. to K. R's sq. |
| 18. Kt. to Kt's 3rd. | 18. P. to K. B's 3rd. |
| 19. Kt. to Q's 5th. | 19. Kt. to K. B's sq. |

This move eventually costs Black a Pawn; he might have played Q. R. to B's sq.

- | | |
|--------------------------|--------------------------|
| 20. Kt. to R's 5th (ch.) | 20. K. to B's 2nd. |
| 21. Q. R. to Q's sq. | 21. K. Kt. to Kt's 3rd. |
| 22. B. to K's 2nd. | 22. Kt. to R's 5th (ch.) |
| 23. K. to B's 2nd. | 23. B. to Q. B's 3rd. |

He cannot save his Q's P., except by playing Q. to Q. Kt's sq., which would have given him a bad game.

24. Kt. takes B.

24. Q. takes Kt.

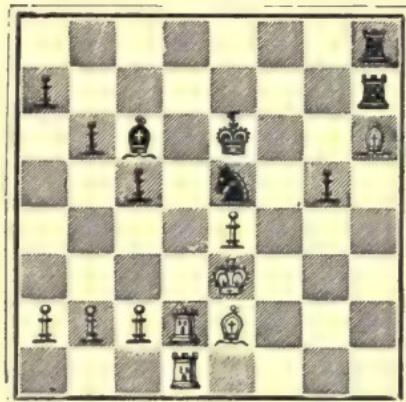
If Black had taken with his King, White, in reply, would have taken K. B's P. with Q's Kt., threatening to win the Queen if Black capture Kt. with K.

- | | |
|-------------------------|-------------------------|
| 25. Q. takes Q's P. | 25. P. to Q. Kt's 3rd. |
| 26. Q. takes Q. (ch.) | 26. K. takes Q. |
| 27. Kt. to Kt's 3rd. | 27. K. to B's 2nd. |
| 28. Q. R. to Q's 6th. | 28. K. to K's 2nd. |
| 29. R. to Q's 2nd. | 29. K. to B's 2nd. |
| 30. P. to K. B's 4th. | 30. P. takes P. |
| 31. B. takes K. Kt's P. | 31. K. Kt. to Kt's 3rd. |
| 32. Q. B. to R's 6th. | 32. K. R. to R's 2nd. |
| 33. K. to K's 3rd. | 33. Q. R. to K. R's sq. |
| 34. Kt. to B's 5th. | 34. K. Kt. to K's 2nd. |
| 35. Kt. takes Kt. | 35. K. takes Kt. |
| 36. P. to K. Kt's 5th. | 36. K. to K's 3rd. |
| 37. K. R. to Q's sq. | |

This move is quite decisive of the game.

37. P. takes P.

BLACK.



WHITE.

- | | |
|--------------------------------------|--------------------|
| 38. R. to Q's 6th (ch.) | 38. K. to B's 2nd. |
| 39. B. to R's 5th (ch.) | 39. K. to K's 2nd. |
| 40. Q's B. takes P. (ch.) | 40. K. to B's sq. |
| 41. K. R. to K. B's sq. (ch.) | |

And wins.

The termination is very well played by Mr. Boden.

KING'S BISHOP'S GAMBIT.

Mr. Budzinskij and Mr. Morphy.

WHITE. (Mr. B.)

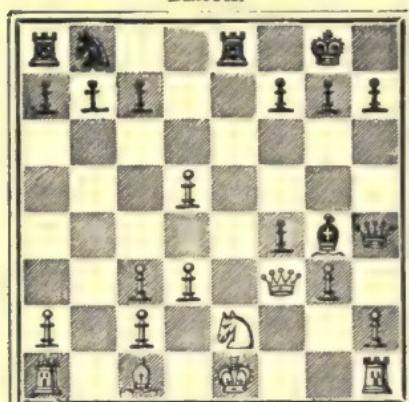
1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to Q. B's 4th.
4. B. takes Q's P.
5. Kt. to Q. B's 3rd.
6. P. to Q's 3rd.
7. P. takes Kt.
8. Q. to K. B's 3rd.
9. K. Kt. to K's 2nd.
10. P. takes B.
11. P. to Kt's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. P. to Q's 4th.
4. Kt. to K. B's 3rd.
5. B. to Q. Kt's 5th.
6. Kt. takes B.
7. Castles.
8. R. to K's sq. (ch.)
9. B. takes Kt. (ch.)
10. Q. to R's 5th (ch.)
11. B. to K. Kt's 5th.

Winning a piece and the game.

BLACK.



WHITE.

FRENCH OPENING.

Mr. McConnell and Mr. Morphy.

WHITE. (Mr. McC.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to K's 5th.

This is a weak move on principle, since it gives away all the advantage of the first move, which of course it ought to be every player's object to maintain as long as possible.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q's 4th.

3. P. to Q. B's 4th.

4. P. to Q. B's 3rd.

Kt. to K. B's 3rd is generally played at this point.

5. P. to K. B's 4th.
6. Kt. to K. B's 3rd.
7. P. to Q. R's 3rd.
8. P. to Q. Kt's 4th.
9. P. takes P.
10. B. to Q. Kt's 2nd.
11. Q. to Q's 3rd.
4. Kt. to Q. B's 3rd.
5. Q. to Q. Kt's 3rd.
6. B. to Q's 2nd.
7. Kt. to K. R's 3rd.
8. P. takes Q's P.
9. R. to Q. B's sq.
10. Kt. to K. B's 4th.
11. B. takes P. (ch.)

Cleverly played.

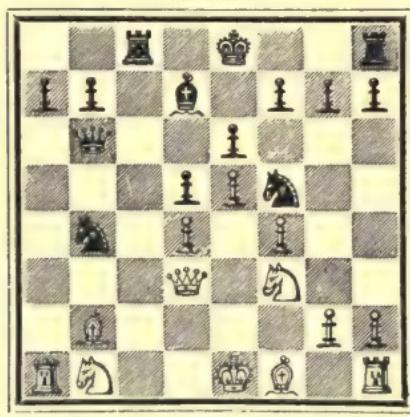
12. P. takes B.

Q. Kt. to Q's 2nd, would have been better play.

12. Kt. takes Kt's P.

We give a diagram of this position, as it is well worth examining :—

BLACK.



WHITE.

13. Q. to Q's 2nd.

If 13. Q. to Q's sq., Black replies with K. Kt. to K's 6th, and pursues that move with Q. Kt. to B's 7th (ch.), &c.

13. R. to B's 7th.

14. Q. to Q's sq.

14. Kt. to K's 6th, and wins.

EVANS'S GAMBIT.

Mr. Morphy and Mr. Hampton.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. P. takes P.
9. Kt. to B's 3rd.

BLACK. (Mr. H.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd
3. B. to B's 4th.
4. B. takes P.
5. B. to B's 4th.
6. P. to Q's 3rd.
7. P. takes P.
8. B. to Kt's 3rd.
9. Kt. to B's 3rd.

The move ordinarily adopted here is B. to K. Kt's 5th, but if White

reply to that move with Q. to R's 4th, the difficulty of the defence is increased. An analysis of this variation, by Fraser, has been given in the "Chess Player's Chronicle," vol. iii., New Series, p. 187.

10. P. to K's 5th.

10. P. takes P.

11. B. to R's 3rd.

This is always an embarrassing move for the second player, as it seriously retards the development of his pieces.

11. B. to Kt's 5th.

12. Q. to Kt's 3rd.

The commencement of an attack which, considering the freedom of White's forces, must soon prove decisive.

12. B. to K. R's 4th.

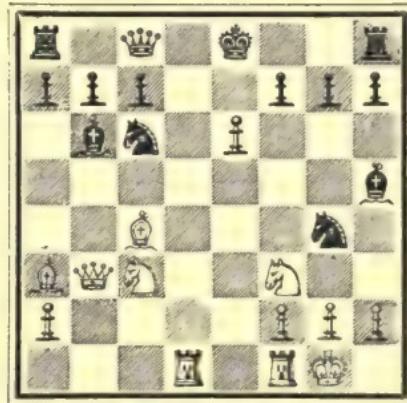
If Q. to Q's 2nd, the game becomes still more in White's favour, by his playing Kt. takes P., &c.

13. P. takes P.

13. Kt. to K. Kt's 5th.

Kt. to Q. R's 4th would have led to nothing better. Position of the forces after White's 15th move:—

BLACK.



WHITE.

14. Q. R. to Q's sq.

14. Q. to B's sq.

15. P. to K's 6th.

Played with all Mr. Morphy's wonted decision and acumen.

16. Q. to Kt's 5th.

15. P. to B's 3rd.

17. B. to Q's 5th.

16. B. to Kt's 3rd.

And wins.

GAME I.—SICILIAN OPENING.

Mr. Morphy and M. Journoud.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. Kt. to K. B's 3rd.
4. B. to Q. B's 4th.

Weak. The authorized move is Q. to B's 2nd.

5. P. to B's 3rd.
6. Q. to Kt's 3rd.

White, thus early in the game, has obtained an overwhelming attack.

BLACK. (M. J.)

1. P. to Q. B's 4th.
2. P. takes P.
3. P. to K's 4th.
4. B. to K's 2nd.

5. P. to Q's 3rd.

6. P. takes P.

If B. to K's 3rd, White exchanges Bishops and has an excellent game.

7. B. takes P. (ch.)

7. K. to B's sq.

8. Q. Kt. takes P.

8. Kt. to Q. B's 3rd.

9. B. takes Kt.

9. R. takes B.

10. Castles.

10. Q. to K's sq.

11. Kt. to K. Kt's 5th.

11. B. takes Kt.

12. B. takes B.

12. B. to K's 3rd.

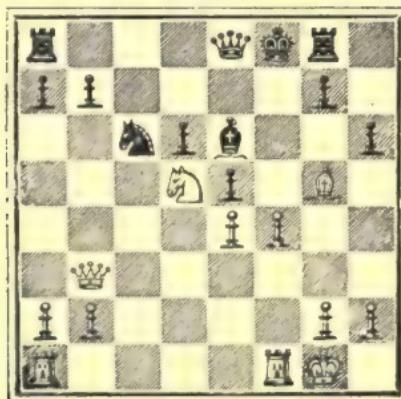
13. Kt. to Q's 5th.

13. P. to K. R's 3rd.

14. P. to B's 4th.

Charmingly played; the position is shown on a diagram below:—

BLACK.



WHITE.

X

14. Q. to Q's 2nd.

Black could not have ventured to capture the Bishop, as White would have played P. takes Kt's P. (dis. ch.), winning very speedily.

15. P. takes K's P. (dis. ch.) 15. K. to K's sq.

16. Kt. to B's 7th (ch.) 16. Q. takes Kt.

17. Q. takes B. (ch.)

And wins.

GAME II.—GIUOCO PIANO.

Between the same players.

WHITE. (M. J.)

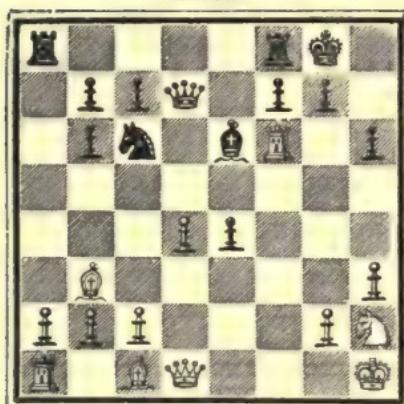
1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. Kt. to B's 3rd.
5. P. to K. R's 3rd.
6. B. to Kt's 3rd.
7. P. to Q's 3rd.
8. Castles.
9. K. to R's sq.
10. Kt. to R's 2nd.
11. P. to B's 4th.
12. B's P. takes P.
13. Kt. to R's 4th.
14. Kt. takes B.
15. P. to Q's 4th.
16. R. takes Kt.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. P. to Q's 3rd.
5. B. to K's 3rd.
6. Kt. to B's 3rd.
7. Q. to Q's 2nd.
8. Castles (K. R.)
9. P. to K. R's 3rd.
10. P. to Q's 4th.
11. P. takes K's P.
12. Kt. takes P.
13. B. to Kt's 3rd.
14. R's P. takes Kt.
15. Kt. to B's 3rd.

White gains no advantage, either directly or indirectly, by this useless sacrifice. We should have much preferred playing P. to B's 3rd. See diagram:—

BLACK.



WHITE.

- | | |
|--------------------|----------------------|
| 16. P. takes R. | 17. K. R. to Q's sq. |
| 17. B. takes P | 18. Kt. to K's 2nd. |
| 18. Q. to K's sq. | 19. Kt. to Kt's 3rd. |
| 19. Q. to R's 4th. | |

Kt. to B's 4th would also have been good play.

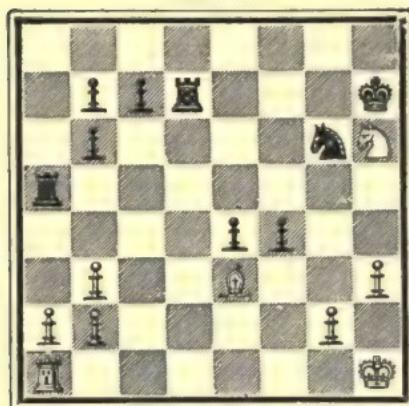
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|---------------------|-----------------|
| 20. Q. takes B's P. | 20. Q. takes P. |
| 21. Q. to B's sq. | |

The exchange of Queens would have been altogether in favour of Black, and would have left him with a winning position.

- | | |
|--------------------------|-----------------------|
| 22. B's P. takes B. | 21. B. takes B. |
| 23. Kt. to Kt's 4th. | 22. R. to R's 4th. |
| 24. B. to K's 3rd. | 23. P. to K. B's 4th. |
| 25. Kt. to R's 6th (ch.) | 24. Q. to Q's 6th. |
| 26. Q. to Q. B's sq. | 25. K. to R's 2nd. |
| 27. B. to Kt's 5th. | 26. R. to Q's 2nd. |
| | 27. Q. to Kt's 6th. |

Much better than R. to B's 4th, to which White would have replied with Q. to K's 3rd, and upon Black's exchanging Queens, have retaken with his Bishop, attacking the Rook, and gaining time to save the Knight. Position of the forces after Black's 29th move:—

BLACK.



WHITE.

- | | |
|--------------------------|---------------------|
| 28. Q. to K's 3rd. | 28. Q. takes Q. |
| 29. B. takes Q. | 29. P. to B's 5th. |
| 30. Kt. to Kt's 4th. | 30. P. takes B. |
| 31. Kt. to B's 6th (ch.) | 31. K. to Kt's 2nd. |
| 32. Kt. takes R. | 32. R. to Q's 4th. |
| 33. R. to K's sq. | |

White was absolutely compelled to abandon the Knight.

- | | |
|------------------------|---------------------|
| 34. R. takes P. | 33. R. takes Kt. |
| 35. K. to R's 2nd. | 34. R. to Q's 5th. |
| 36. P. to K. Kt's 4th. | 35. Kt. to R's 5th. |
| 37. P. to R's 4th. | 36. K. to B's 3rd. |
| 38. K. to Kt's 3rd. | 37. K. to Kt's 4th. |
| | 38. R. to Q's 7th. |

And White resigned.

SCOTCH GAMBIT.

Mr. Kennicott and Mr. Morphy.

WHITE. (Mr. K.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. takes P.

4. B. to Q. B's 4th.

5. Kt. to Kt's 5th.

This is far from being an effective mode of proceeding with the attack, and is decidedly inferior to Castling.

6. Kt. takes B's P.

7. B. takes Kt. (ch.)

8. Q. to R's 5th (ch.)

9. Q. takes B.

4. B. to B's 4th.

5. Kt. to R's 3rd.

6. Kt. takes Kt.

7. K. takes B.

8. P. to K. Kt's 3rd.

9. P. to Q's 3rd.

P. to Q's 4th, the invention of Schumoff and Cochrane, and for which see "Chess Player's Chronicle," vol. ii. p. 215, is now deemed the correct defence.

11. Q. to Q. Kt's 5th.

10. R. to K's sq.

Heydebrand gives 10. P. to Q.R's 3rd, and then makes White play 11. Q. to Q's 3rd, and considers the game even.

11. Castles.

12. Q. to Q's 5th (ch.)

13. B. to Kt's 5th.

14. P. to K. B's 4th.

15. P. to B's 5th.

11. R. takes P.

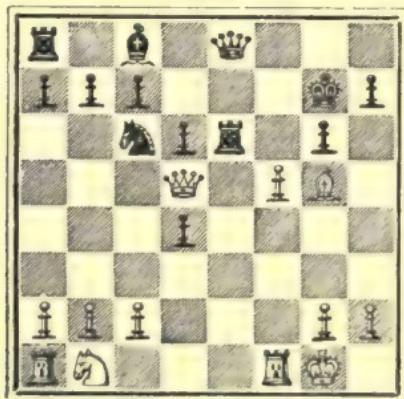
12. R. to K's 3rd.

13. Q. to K's sq.

14. K. to Kt's 2nd.

White has now a strong attack, and no little care is required to parry it effectually. Diagram :—

BLACK.



WHITE.

15. P. takes P.

16. R. to Kt's 3rd.

16. Q. takes B's P.

17. B. to B's 6th (ch.) 17. K. to Kt's sq.
 18. Q. to B's 4th. 18. B. to R's 6th.
 19. B. to Kt's 5th. 19. Q. to K's 6th (ch.)

Finishing the game in the best and speediest manner.

20. Q. takes Q. 20. P. takes Q.
 21. P. takes B. 21. R. takes B. (ch.)
 22. K. to R's sq. 22. P. to K's 7th.
 23. R. to K's sq. 23. Kt. to Q's 5th.
 24. Kt. to Q. R's 3rd. 24. R. to K's sq.

And wins.

GAME I.—EVANS'S GAMBIT.

Mr. Kipping and Mr. Morphy.

WHITE. (Mr. K.)

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.
 3. B. to B's 4th.
 4. P. to Q. Kt's 4th.
 5. P. to B's 3rd.
 6. P. to Q's 4th.
 7. P. takes P.
 8. P. to Q's 5th.
 9. B. to Q's 3rd.
 10. P. to K. R's 3rd.
 11. B. to Kt's 2nd.
 12. Castles.

BLACK. (Mr. M.)

1. P. to K's 4th.
 2. Kt. to Q. B's 3rd.
 3. B. to B's 4th.
 4. B. takes P.
 5. B. to B's 4th.
 6. P. takes P.
 7. B. to Kt's 3rd.
 8. Kt. to R's 4th.
 9. P. to Q's 3rd.
 10. Kt. to K. B's 3rd.
 11. Castles.
 12. Kt. to R's 4th.

A good move, opening the file for the advance of the King's Bishop's Pawn, and bringing the Knight to a square whence he can be played with effect either to Kt's 6th or B's 5th.

13. Q. to Q's 2nd. 13. P. to K. B's 4th.
 14. Kt. to R's 3rd.

It was probably Black's intention to have taken P. with P., and then have played Kt. to Q. B's 5th, to cut off the Bishop that commands so important a diagonal. The move in the text frustrates Black's scheme, if it were entertained.

15. K. R. to K's sq. 14. Kt. to Kt's 6th.
 16. B. takes P. 15. P. takes P.
 16. B. to K. B's 4th.

17. B. takes B.
18. R. to K's 4th.
19. B. to B's 3rd.

Correctly played, and the only move to save the piece.

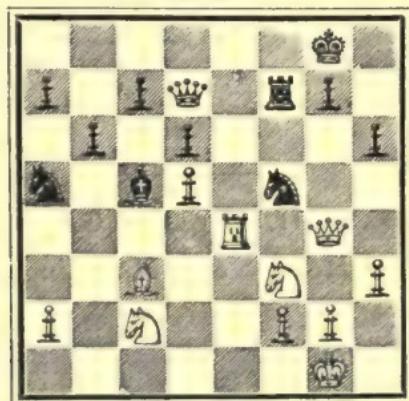
20. Kt. to B's 2nd.
21. Q. to Kt's 5th.

Taking Kt. with B. seems to us a better move.

22. Q. R. to K's sq.
23. R. takes R.
24. Q. to Kt's 4th.

Mr. Morphy brings his usual accuracy to bear at this juncture, his mode of play averting all the danger threatened by White's playing Q. Kt. to Q's 4th. The position is sufficiently interesting to deserve a diagram :—

BLACK.



WHITE.

25. R. to K's 6th.
26. Q. Kt. to Q's 4th.
27. Q. to Kt's 6th.

An excellent move.

28. Q. to Kt's 3rd.

The following interesting variations will suffice to shew, that at this point of the game, White might have obtained a better chance by sacrificing the exchange, e.g.,—

25. P. to B's 3rd.

26. P. takes P.

27. Kt. to K's 2nd.

28. R. takes Kt.
29. Kt. to K's 6th.

Threatening K. Kt. to Kt's 5th, with a won game.

29. R. takes Kt. (best.)

30. P. takes R.

And White will win another Pawn.

(A.)

29. Kt. to K. B's 5th.
30. Kt. takes R's P. (ch.)
31. B. takes P. (ch.)
32. Q. takes R.

28. R. takes R.
29. R. to K's 3rd (best.)^{*}
30. K. to B's sq. (best.)[†]
31. Q. takes B. or (B).

With a game as good as that of Black.

(B.)

32. B. to B's 6th (ch.)
33. Kt. to Kt's 8th (ch.)
34. Kt. takes R.

31. K. to K's 2nd.
32. R. takes B. (best.)
33. K. to Q's sq.

And the game is quite even.

28. Q. Kt. to B's 3rd.
29. Kt. takes Kt.
30. Kt. to Q's 8th.
31. Kt. to K's 3rd.

And wins.

GAME II.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Kipping.

- | | |
|------------------------|------------------------|
| WHITE. (Mr. M.) | BLACK. (Mr. K.) |
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to B's 4th. | 3. B. to B's 4th. |
-

* If—

30. Kt. takes R's P. (ch.)
31. B. takes Kt's P. (ch.)

And wins.

And if—

30. B. takes Kt's P.

And must win.

† If—

31. Kt. to B's 7th (ch.)

Winning the Queen.

29. Q. to K's 3rd.

30. K. to B. or R's sq.

29. R. to K's sq.

30. K. to R's sq.

4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. P. to Q's 4th.
7. Castles.
8. Q. to Kt's 3rd.

For an analysis of this opening, we refer our readers to the first game of the match between Mr. Morphy and Mr. Anderssen,

4. B. takes P.
5. B. to R's 4th.
6. P. takes P.
7. P. to Q's 3rd.
8. Q. to B's 3rd.

Q. to K's 2nd would be bad, as it would allow White to commence a terrible attack with P. to K's 5th, &c.

9. P. to K's 5th.

P. takes P. is the usual move here.

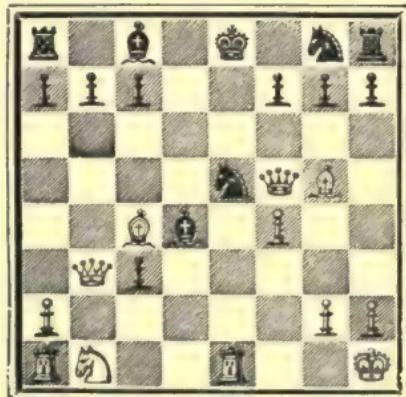
10. B. to K. Kt's 5th.
11. Kt. takes K's P.
9. P. takes P.
10. Q. to B's 4th.
11. Kt. takes Kt.

Black might have taken the Knight with Queen fearlessly. Had White then continued the attack (as he probably intended) with B. takes P. (ch.), the King might have been moved to Bishop's square, and the gain of the piece would have more than counter-balanced the loss of position.

12. R. to K's sq.
13. P. to B's 4th.
14. K. to R's sq.
12. B. to Kt's 3rd.
13. P. takes P. (dis. ch.)
14. B. to Q's 5th.

The situation here is worth studying, and is represented on the following diagram:—

BLACK.



WHITE.

15. Kt. takes P.

15. K. to B's sq.

16. Q. R. to Q's sq.

16. Kt. takes B.

If Black had played P. to Q. B's 4th, White would have captured the Bishop with Rook, and thus gained a decided advantage.

17. Q. takes Kt.

17. B. to K's 3rd.

Attempting to save the Bishop would have cost the game at once.

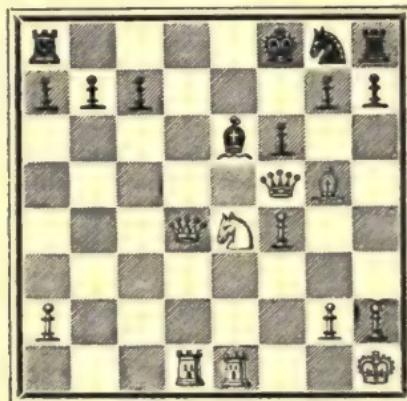
18. Q. takes K's B.

18. P. to K. B's 3rd.

19. Kt. to K's 4th.

This fine conception will be more readily comprehended by reference to the diagram, showing the position after the last move:—

BLACK.



WHITE.

19. P. to Q. Kt's 3rd.

Had Black taken the Bishop, White would have retaken the Pawn with Knight, and won without difficulty.

20. Kt. to Kt's 3rd.

20. Q. to B's 4th.

21. Q. takes Q. (ch.)

21. P. takes Q.

22. R. takes B.

22. P. takes B.

23. P. takes P.

23. P. to Kt's 3rd.

24. P. to K. R's 4th.

24. K. to B's 2nd.

25. R. to K's 5th.

25. P. to K. R's 3rd.

26. Kt. to K's 4th.

26. P. takes P.

27. Kt. takes P. (ch.)

27. K. to B's 3rd.

28. R. to K's 6th (ch.)

28. K. to B's 4th.

29. R. to Q's 5th (ch.)

29. K. to B's 5th.

30. R. to K's 4th (ch.), and wins.

IRREGULAR OPENING.

Mr. Laroche and Mr. Morphy.

WHITE. (Mr. L.)

1. P. to K. B's 4th.
2. P. to K's 4th.
3. P. to K's 5th.
4. Kt. to K. B's 3rd.
5. P. to B's 4th.
6. P. to Q's 3rd.
7. B. to K's 2nd.
8. Q. Kt. to Q's 2nd.
9. Kt. to K's 4th.
10. Q. Kt. to Kt's 5th.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q's 4th.
3. P. to Q. B's 4th.
4. Kt. to Q. B's 3rd.
5. P. to Q's 5th.
6. Kt. to R's 3rd.
7. B. to K's 2nd.
8. Castles.
9. P. to B's 4th.

P. takes P. *en passant* would not have been so good, as Black would have retaken with his Bishop; and White dare not then capture the Q. B's P. with Knight, on account of Q. to R's 4th (ch.), &c.

10. Kt. to B's 2nd.
11. Kt. takes Kt.
12. P. to Q. Kt's 3rd.
13. B. to Kt's 2nd.

The Bishop, thus posted, commands an important diagonal, and during the progress of the game, his power becomes manifest.

14. P. to K. R's 3rd.
15. Kt. to R's 2nd.

14. P. to K. R's 3rd.
15. P. to K. Kt's 4th.

A very good move; Black is now enabled to take and maintain the attack.

16. B. to K. B's 3rd.
17. P. to R's 3rd.
18. Q. to K's 2nd.

16. R. to Kt's 2nd.
17. Q. to B's 2nd.

This was perhaps best, and was played in evident anticipation of Black's next move.

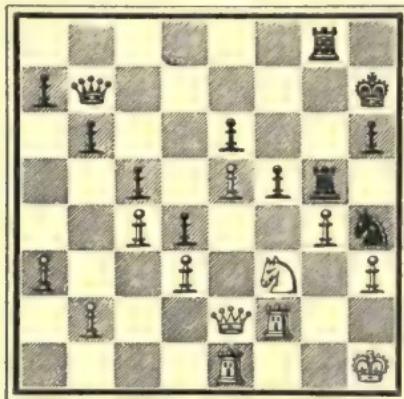
19. B. takes P.
20. B. takes B.
21. Q. R. to K's sq.
22. K. to R's sq.
23. R. to B's 2nd.
24. B. takes B.

18. P. takes P.
19. B. to Kt's 4th.
20. R. takes B.
21. K. to R's 2nd.
22. Q. R. to K. Kt's sq.
23. Kt. to K's 2nd.
24. Q. takes B.

25. Q. to B's 3rd. 25. Q. to B's 2nd.
 26. P. to K. Kt's 4th. 26. Kt. to Kt's 3rd.
 Hazardous play, plunging White's game into immediate difficulty.
 27. Q. to K's 2nd. 27. Kt. to R's 5th.
 28. Kt. to B's 3rd. 28. Q. to Q. Kt's 2nd.

Securing a Pawn, and eventually the game:—

BLACK.



WHITE.

29. K. to R's 2nd. 29. Kt. takes Kt. (ch.)
 30. Q. takes Kt. 30. Q. takes Q.
 31. R. takes Q. 31. P. takes P.

This reduces the game to an ending of a very simple nature.

- | | |
|-------------------------|-------------------------|
| 32. R. to B's 6th. | 32. R. to R's 4th. |
| 33. R. takes K's P. | 33. R. takes P. (ch.) |
| 34. K. to Kt's 2nd. | 34. R. takes P. |
| 35. R. to K. B's sq. | 35. P. to Kt's 6th. |
| 36. Q. R. to B's 6th. | 36. R. to Q's 7th (ch.) |
| 37. K. to Kt's sq. | 37. R. to R's 7th. |
| 38. R. to B's 7th (ch.) | 38. R. to Kt's 2nd. |
| 39. R. takes R. (ch.) | 39. K. takes R. |
| 40. R. to K. B's 6th. | 40. R. to K's 7th. |
| 41. R. to B's 3rd. | 41. R. to K's 6th. |
| 42. R. to B's sq. | 42. P. to Q's 6th. |
| 43. K. to Kt's 2nd. | 43. P. to Q's 7th. |
| 44. K. to Q's sq. | 44. R. to Q's 6th. |

- | | |
|--------------------|-------------------------|
| 45. K. to B's sq. | 45. K. to B's 2nd. |
| 46. K. to K's 2nd. | 46. R. to Q's 5th. |
| 47. K. to B's 3rd. | 47. K. to K's 3rd. |
| 48. K. takes P. | 48. K. takes P. |
| 49. K. to B's 3rd. | 49. R. to Q's 6th (ch.) |

And wins.

GAME I.—PETROFF'S DEFENCE.

Mr. Morphy and Mr. Lichtenhein.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. Kt. to Q. B's 3rd.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. Kt. takes P.
4. P. to Q's 4th.

Mr. Lichtenhein is justly considered the originator of this defence of P. to Q's 4th : the move is a good one and deserves the consideration of the Chess analyst.

5. B. takes P.
6. B. to Q. Kt's 3rd.
7. P. to Q's 3rd.
8. P. to K. R's 3rd.
9. B. to K's 3rd.
10. Q. to Q's 2nd.

5. Kt. to K. B's 3rd.
6. B. to Q's 3rd.
7. Castles.
8. P. to K. R's 3rd.
9. Kt. to Q. B's 3rd.
10. Kt. to Q. R's 4th.

Purposing to get rid of the adverse K's B., which holds a commanding position where he stands.

11. P. to K. Kt's 4th.
12. R's P. takes Kt.
13. R. to K. Kt's sq.
14. Kt. to K's 4th.
15. P. to Kt's 5th.

11. Kt. takes B.
12. B. to Q's 2nd.
13. Kt. to R's 2nd.
14. K. to R's sq.

Mr. Morphy, having now satisfactorily developed his game, commences a steady attack, and conducts it with striking spirit and energy.

16. Kt. to R's 4th.

15. P. to K. R's 4th.
16. P. to K. Kt's 3rd.

17. Q. to K's 2nd.

17. B. to Q. B's 3rd.

It was injudicious of Black to abandon the diagonal commanded so effectively by the Queen's Bishop.

18. P. to K. B's 4th.

18. P. takes P.

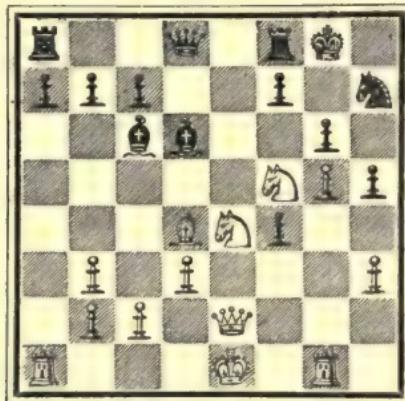
19. B. to Q's 4th (ch.)

19. K. to Kt's sq.

20. Kt. to K. B's 5th.

When Mr. Morphy ventures a sacrifice, it is almost invariably made on sound principles, and the combination of which it forms the key is seldom otherwise than perfectly accurate. This is a marked feature in the game of the young American master, and calls for our highest appreciation and commendation:—

BLACK.



WHITE.

20. R. to K's sq.

If Black had taken the Kt. with P., White would have won either by replying with Kt. to K. B's 6th (ch.), or by 21. P. to K. Kt's 6th.

21. Kt. to R's 6th (ch.)

21. K. to B's sq.

22. Castles.

22. B. takes Kt.

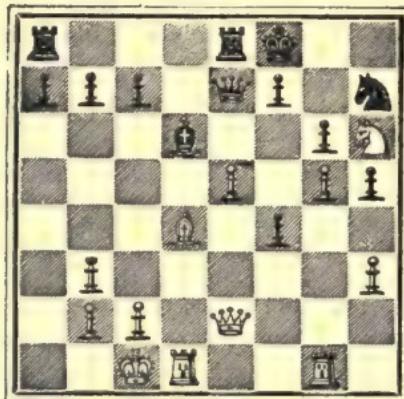
23. P. takes B.

23. Q. to K's 2nd.

24. P. to K's 5th.

White carries on his attack in splendid style.

BLACK.



WHITE.

24. B. takes P.

E. to Q. B's 4th would, in the circumstances, have been better play.

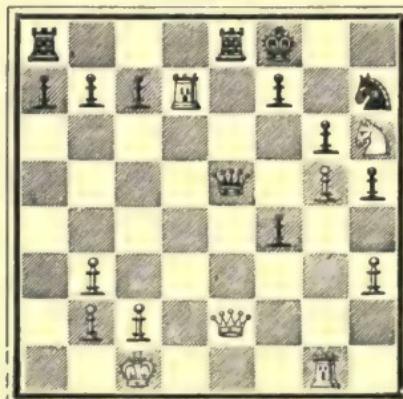
25. B. takes B.

25. Q. takes B.

26. R. to Q's 7th.

When White, on his 24th move, pushed his P. to K's 5th, he evidently had the whole of the combination in his mind's eye, and this move, which forms a link in the chain, is admirably conceived, and well merited the success which attended it; but nevertheless, we believe that Mr. Lichtenhein might still have drawn the game. We give a diagram of the position:—

BLACK.



WHITE.

26. Q. to K. Kt's 2nd.

Instead of playing the Q. to K. Kt's 2nd, Black should have obtained an even game as follows:—

27. R. takes Kt.
28. Q. takes K. R's P.

26. Kt. takes Kt's P.
27. Q. to K. B's 3rd.

If White move 28. Q. to K. Kt's 2nd, Black replies 28. P. to B's 6th, and must at least draw. And if White play 28. Q. to Q. B's 4th, Black rejoins with 28. R. to K's 2nd, having an even game; for if then White move 29. Q. to Q. B's 5th, the defence is made satisfactory by 29. Q. R. to K's sq. It is obvious that White cannot play 28. R. takes K. B's P. (ch.) because his own Q. is *en prise*.

28. P. to B's 6th.

This is Black's best move, as will be found by examination,—

- | | |
|------------------------------|--------------------------|
| 29. R. takes K. Kt's P. | 29. P. takes R. (best.) |
| 30. Q. to Q's 5th. | 30. R. to K's 3rd (must) |
| 31. R. to K. B's 7th. | 31. Q. takes R. |
| 32. Kt. takes Q. | 32. P. to B's 7th. |
| 33. Q. to Q. B's 5th (ch.) | 33. K. takes Kt. |
| 34. Q. takes K. B's P. (ch.) | |

And the game is even.

Black had a choice of two other moves for defence, but neither of these latter moves would have led to any satisfactory result. They are as follows,—

Firstly.

- | | |
|---------------------------|--------------------|
| 27. Q. takes Q. | 26. R. to K's 2nd. |
| 28. R. takes B's P. (ch.) | 27. R. takes Q. |
| 29. R. takes Kt. | 28. K. to Q's sq. |

And must win.

Secondly.

- | | |
|--------------------------|----------------------------|
| 27. R. takes P. (ch.) | 26. K. to Kt's 2nd. |
| 28. R. to B's 8th (ch.) | 27. K. to R's sq. |
| 29. R. to Kt's 8th (ch.) | 28. K. to Kt's 2nd (best.) |
| 30. Q. takes Q. (ch.) | 29. R. takes R. |
| 31. Q. takes P. (ch.) | 30. K. to B's sq. |

And mate follows immediately.

- | | |
|-------------------------|--------------------|
| 27. Q. to Q. B's 4th. | 27. R. to K's 2nd. |
| 28. R. takes R. | 28. K. takes R. |
| 29. R. to K's sq. (ch.) | |

And wins.

GAME II.—EVANS'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3rd.
6. Castles.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes Kt's P.
5. B. to B's 4th.

P. to Q's 4th is now generally preferred. The following is the analysis given in the books,—

6. P. to Q's 4th.
7. P. takes P.
8. B. to Q. Kt's 2nd.
6. P. takes P.
7. B. to Q. Kt's 3rd.

This excellent move is advocated as best by Mr. Boden.

9. P. to Q's 5th.
8. Kt. to K. B's 3rd (best.)
9. Kt. to K's 2nd.

The Kt. might be played to Q. R's 4th, but there it would be out of play. The line of attack we now propose, is,—

10. P. to Q's 6th.
11. B. takes Kt.
12. Q. takes P.
10. P. takes P. (best.)
11. P. takes B.

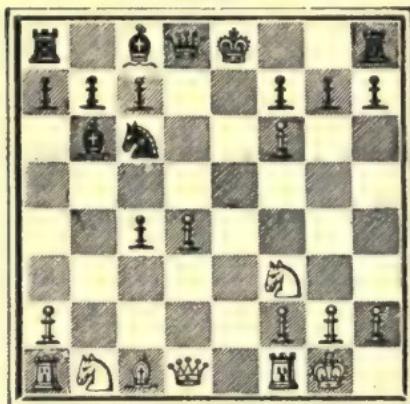
With an attacking game.

6. Kt. to K. B's 3rd.

P. to Q's 3rd is usually played at this point.

7. P. to Q's 4th.
8. P. takes P.
9. P. to K's 5th.
10. P. takes Kt.
7. P. takes P.
8. B. to Q. Kt's 3rd.
9. P. to Q's 4th
10. P. takes B.

BLACK.



WHITE.

11. P. takes P.

In an analysis of this opening, which Mr. Löwenthal is preparing, the following continuation of the first player's game is proposed, and, as will be seen, White obtains a fine attack,—

11. R. to K's sq. (ch.)

11. B. to K's 3rd (best.)

(If—

12. B. to R's 3rd (ch.)

11. K. to B's sq.

13. P. to Q's 5th.

12. K. to Kt's sq.

And White's game is preferable.)

12. P. takes Kt's P. (this will be found, on examination, to be superior to the more palpable move, 12. P. to Q's 5th.)

13. B. to K. Kt's 5th.

12. R. to K. Kt's sq.

14. Kt. to Q. B's 3rd.

13. Q. to Q's 4th.

15. P. to Q's 5th.

14. Q. to Q. R's 4th.

16. P. takes B.

15. Q. takes Kt.

With the better game.

12. R. to K's sq. (ch.)

11. R. to K. Kt's sq.

13. B. to Kt's 5th.

12. Kt. to K's 2nd.

14. Kt. to Q. B's 3rd.

13. B. to K's 3rd.

Had White taken Kt. with B., Black would have taken R. with Q., and continued his defence with Castling, having a safe position.

14. B. to R's 4th.

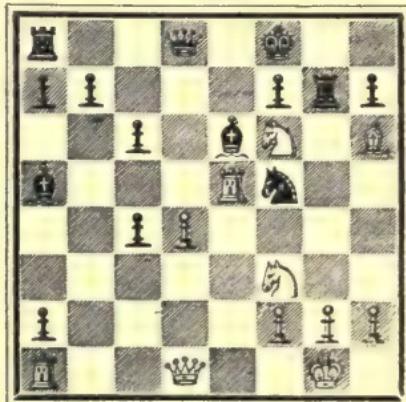
15. Kt. to K's 4th.

Correctly played; the Kt., thus favourably placed, enables White presently to commence a powerful attack.

16. Kt. to B's 6th (ch.)
 17. R. to K's 5th.
 18. B. to R's 6th.
 19. R. takes Q's B.

R. takes Kt., and then Kt. to R's 5th, seems White's natural line of play, but the attack adopted by Mr. Morphy is much more brilliant and effective, and produces so interesting a position, that we give a diagram of it:—

BLACK.



WHITE.

19. P. takes R.
 20. Kt. to Kt's 5th. 20. K. to his 2nd.

Black's position is extremely critical. We believe this to be the best move at his command.

- If—
 21. Q. to K. R's 5th. 20. Q. to K's 2nd.
 22. Q. takes Kt. 21. Kt. takes B.

And White must win.

21. B. takes R. 21. Kt. takes B.
 22. Q. to K. B's 3rd. 22. Q. takes P.
 He should have played,—22. Kt. to K. B's 4th.
 23. R. to Q's sq. 23. B. to Q's 7th.
 24. Kt. to Kt's 8th (ch.) 24. R. takes Kt.

25. Q. to B's 7th (ch.)

26. Kt. to K. B's 3rd.

25. K. to Q's sq.

And wins.

GAME III.—SCOTCH GAMBIT.

Between the same players.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. B. to B's 4th.
5. P. to K's 5th.
6. B. to Q. Kt's 5th.
7. Kt. takes P.
8. Kt. takes Kt.
9. B. to Q's 3rd.
10. B. takes Kt.
11. Q. to K's 2nd.
12. B. to K's 3rd.

BLACK. (Mr. M.)

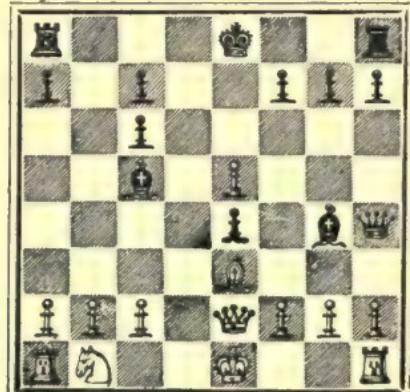
1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. takes P.
4. Kt. to B's 3rd.
5. P. to Q's 4th.
6. Kt. to K's 5th.
7. B. to Q's 2nd.
8. P. takes Kt.
9. B. to Q. B's 4th.
10. Q. to R's 5th.
11. P. takes B.

Castling would have been better play.

12. B. to K. Kt's 5th.

Mr. Morphy thoroughly understands the value and the art of early bringing all his pieces into effectual play. This move establishes him in an undeniably superior position :—

BLACK.



WHITE.

13. Q. to Q. B's 4th.

Q. to Q's 2nd would have lost the game at once, as his adversary would simply have played R. to Q's sq.

13. B. takes B.

14. P. to K. Kt's 3rd.

14. Q. to Q's sq.

Played with perfect accuracy.

15. P. takes B.

This move hastens White's defeat, but the admirable manner in which Mr. Morphy takes advantage of the error is worthy of all note.

15. Q. to Q's 8th (ch.)

16. K. to B's 2nd.

16. Q. to B's 6th (ch.)

17. K. to Kt's sq.

Forced; for if K. to K's sq., Black would have mated in two moves.

17. B. to R's 6th.

18. Q. takes B's P. (ch.)

18. K. to B's sq.

And White resigns.

GAME I.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Löwenthal.

WHITE. (Mr. M.)

BLACK. (Mr. L.)

1. P. to K's 4th.

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

2. Kt. to Q. B's 3rd.

3. B. to B's 4th.

3. B. to B's 4th.

4. P. to Q. Kt's 4th.

4. B. takes P.

5. P. to B's 3rd.

5. B. to B's 4th.

6. Castles.

6. P. to Q's 3rd.

7. P. to Q's 4th.

7. P. takes P.

8. P. takes P.

8. B. to Kt's 3rd.

9. P. to Q's 5th.

9. Q. Kt. to K's 2nd.

10. P. to K's 5th.

10. Kt. to Kt's 3rd.

11. P. to K's 6th.

11. P. takes P.

12. P. takes P.

12. K. Kt. to K's 2nd.

13. Kt. to Kt's 5th.

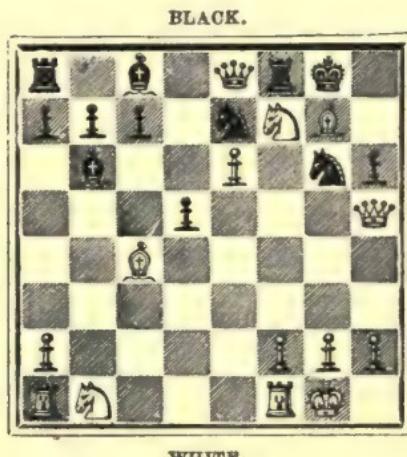
This seems to give White a very forcible attack, but it leads in reality to nothing decisive.

- | | |
|---------------------|-----------------------|
| 14. Q. to R's 5th. | 13. Castles. |
| 15. Kt. to B's 7th. | 14. P. to K. R's 3rd. |
| 16. B. to Kt's 2nd. | 15. Q. to K's sq. |
| | 16. P. to Q's 4th. |

White contemplated the capture of the Rook's Pawn with Kt, which would have utterly broken up Black's game. Black's move is the best for warding off the threatened danger.

17. B. takes Kt's P.

Had White played 17. B. takes Q's P., Black's reply of Q. to Q. Kt's 4th, would have been decisive. The position is one of difficulty, and extreme care is requisite for the defence. The situation of the forces is represented on a diagram :—



WHITE.

17. R. takes Kt.

This wins a piece; but, as taking the K's P. with B. would have equally gained one, and left Black with a superior position to the one he acquired, the move made was not the best play, e.g.—

- | | |
|------------------------|------------------------|
| 18. B. takes R. (best) | 17. B. takes K's P. |
| 19. Kt. takes P. (ch.) | 18. Q. takes B. |
| 20. B. to Q's 3rd. | 19. K. to Kt's 2nd. |
| 18. P. takes R. (ch.) | 20. Q. to B's 3rd, &c. |
| 19. B. to Kt's 2nd. | 18. Q. takes P. |
| 20. Kt. to Q's 2nd. | 19. P. takes B. |
| 21. Q. R. to K's sq. | 20. B. to K. B's 4th. |
| | 21. R. to Q's sq. |

22. Kt. to B's 3rd.
23. Q. takes P.

22. B. to Q's 6th.
23. Q. to R's 2nd.

Providing against the attack of Kt. to Kt's 5th, which would otherwise have proved highly embarrassing.

24. Q. to Kt's 5th.

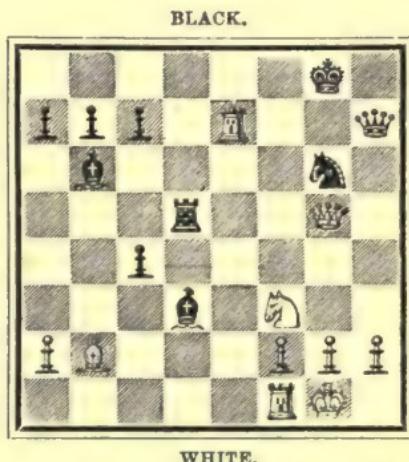
The manner in which Mr. Morphy (with a piece *minus*) conducts this portion of his game, is admirable, and shows what vast resources the real chess master has at his command.

24. R. to Q's 4th.

Despite the advantage of the piece, Black has no easy game to play, owing mainly to the exposed position of his King, and he makes the sacrifice here, in order to play for a draw.

25. R. takes Kt.

The pieces again are singularly situated, as will be gathered from the accompanying diagram :



26. R. takes Q.
27. K. takes R.
28. K. takes B.
29. Kt. to Q's 2nd.

25. R. takes Q.
26. R. takes P. (ch.)
27. B. takes R. (ch.)
28. K. takes R

The game is now quite even, and, with careful play on both sides, must end in a draw.

30. Kt. takes P.
 31. Kt. to K's 5th.
 32. B. takes Kt.
 33. B. to Q's 4th.
 34. B. to K's 3rd.
 35. K. to K's 2nd.
 36. K. to Q's 3rd.
 37. B. to B's sq.
29. B. to B's 4th.
 30. P. to Kt's 4th.
 31. Kt. takes Kt.
 32. B. to Q's 3rd.
 33. P. to B's 4th.
 34. P. to R's 4th.
 35. P. to R's 5th.
 36. P. to R's 6th.

The importance of this step subsequently becomes apparent.

38. K. to K's 4th.
 39. P. to B's 4th.
 40. B. takes P.
37. K. to Kt's 3rd.
 38. P. to B's 5th.
 39. P. to Kt's 5th.

This fine sequence to White's 37th move, ensures a drawn game,

41. K. to Q's 4th.
 42. K. takes P.
 43. K. to Kt's 3rd.
 44. K. to B's 2nd.
40. P. takes B.
 41. B. takes P.
 42. B. takes P.
 43. B. to Q's 3rd.

And draws.

GAME II.—EVANS'S GAMBIT.

Between the same players.

- WHITE. (Mr. M.)**
- P. to K's 4th.
 - Kt. to K. B's 3rd.
 - B. to B's 4th.
 - P. to Q. Kt's 4th.
 - P. to Q. B's 3rd.
 - Castles.
 - P. to Q's 4th.

- BLACK. (Mr. L.)**
- P. to K's 4th.
 - Kt. to Q. B's 3rd.
 - B. to B's 4th.
 - B. takes P.
 - B. to B's 4th.
 - P. to Q's 3rd.
 - P. takes P.

8. P. takes P.
9. P. to Q's 5th.

8. B. to Kt's 3rd.
9. Kt. to K's 4th.

We regard this move as forming an untenable line of defence, because in order to avoid the loss of a Pawn, it necessitates Black's subsequently moving P. to K. B's 3rd, as will appear presently.

10. Kt. takes Kt.
11. B. to Kt's 2nd.

10. P. takes Kt.
11. Q. to K's 2nd.

After this, Black must either lose a Pawn, or move his King, both of which disasters he could have prevented only by playing the very disadvantageous move of 11. P. to K. B's 3rd.

12. B. to Kt's 5th (ch.)

White's correct mode of pursuing the attack, as will be seen from its effects.

12. B. to Q's 2nd.

This move costs Black a Pawn, but to have moved the King would have been at least equally objectionable.

13. B. takes B. (ch.)
14. Q. to Kt's 4th (ch.)

13. K. takes B.
14. P. to K. B's 4th.

On examination, it will be found that Black had no better move, for had the Queen been permitted to take the K. Kt's P., Black's game would have been irretrievable.

15. Q. takes P. (ch.)

15. K. to K's sq.

Perhaps better to have moved K. to Q's sq., so as to have allowed the bringing of the K. R. to K's sq. presently.

16. B. takes P.
17. Q. to B's 4th.
18. Kt. to Q's 2nd.
19. Kt. to B's 4th.
20. Q. R. to Q's sq.

16. Kt. to R's 3rd.
17. K. to Q's 2nd.
18. Q. R. to K's sq.
19. B. to B's 4th.

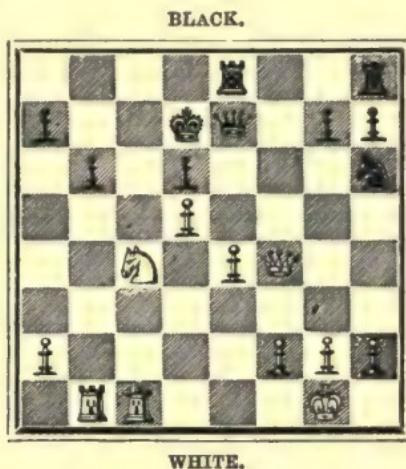
To have taken B's P. with B., would evidently have been bad play, as Black, in reply, would have captured K's P. with Q.

21. B. takes B.
22. R. to Q. Kt's sq.
23. K. R. to Q. B's sq.

20. B. to Q's 3rd.
21. P. takes B.
22. P. to Q. Kt's 3rd.

Threatening to take Q. Kt's P. with Q's R., and if the P. retake h., to take again with Kt. (ch.), and mate on the move following with

R. to B's 8th We append a diagram of this pretty and instructive position.—



WHITE.

24. Q. to K's 3rd.

25. Kt. takes P. (ch.)

Beautifully played; whether Black capture the Kt. or not, White's game is won. Suppose, instead of taking Kt., Black play K. to K's 2nd, White then moves R. to Q. B's 7th (ch.), and follows with Kt. to Q's 7th (ch.), and afterwards takes the Queen, checking, and of course wins easily.

23. Q. to B's 3rd.

24. Kt. to Kt's 5th.

26. R. to B's 7th (ch.)

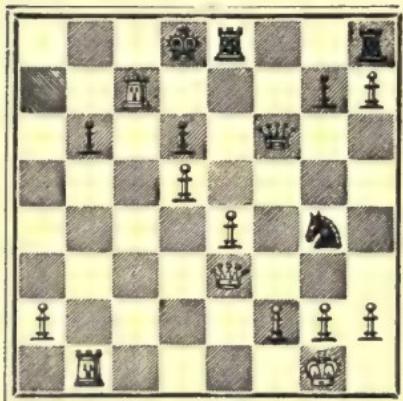
Remarkably fine play, evincing the depth and accuracy of White's calculation upon his previous move with the Kt.

25. P. takes Kt.

26. K. to Q's sq.

If K. take R., White forces mate in three moves,—a little exercise which we will leave for the student's amusement. Our diagram shows the situation wherein White offered the sacrifice of the Rook:—

BLACK.



WHITE.

27. Q. takes P.

27. Q. takes P. (ch.)

28. Q. takes Q.

28. Kt. takes Q.

29. R. to R's 7th.

This move still further illustrates the depth of Mr. Morphy's combination. Black has a piece more, but White, by means of thus threatening mate on the move, remains with a won position.

30. P. takes Kt.

29. Kt. to R's 6th (ch.)

31. K. to B's 2nd.

30. K. to B's sq.

And White wins.

GAME III.—RUY LOPEZ KNIGHT'S GAME.

Between the same players.

WHITE. (Mr. L.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Q. Kt's 5th.
4. B. to R's 4th.
5. Castles.
6. B. to Kt's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to Q. R's 3rd.
4. Kt. to B's 3rd.
5. P. to Q. Kt's 4th.
6. B. to B's 4th.

By this move Black subjects himself to an immediate attack in the centre; he ought rather to have moved B. to K's 2nd.

- | | |
|------------------------|-----------------------|
| 7. P. to Q. B's 3rd. | 7. P. to Q's 3rd. |
| 8. P. to Q's 4th. | 8. P. takes P. |
| 9. P. takes P. | 9. B. to Kt's 3rd. |
| 10. B. to K. Kt's 5th. | 10. B. to Kt's 2nd. |
| 11. Kt. to B's 3rd. | 11. Kt. to K's 2nd. |
| 12. K. R. to K's sq. | 12. P. to K. R's 3rd. |
| 13. B. to K. R's 4th. | 13. P. to Kt's 4th. |
| 14. B. to Kt's 3rd. | 14. K. to B's sq. |

As Black contemplates making an attack with his Pawns on the Royal wing, this is better than Castling.

- | | |
|--------------------|--------------------|
| 15. Q. to Q's 3rd. | 15. P. to B's 4th. |
| 16. P. to K's 5th. | |

A forcible move, threatening to gain both Kts. for the Rook, if Black "fork" the Q. and B. with his Q. B's P.

- | | |
|-----------------|---------------------|
| 17. B. takes P. | 16. P. takes K's P. |
| | 17. K. to Kt's 2nd. |

Had Black moved 17. P. to Q. B's 5th, White would have played 18. Q. to K's 2nd, with a splendid position.

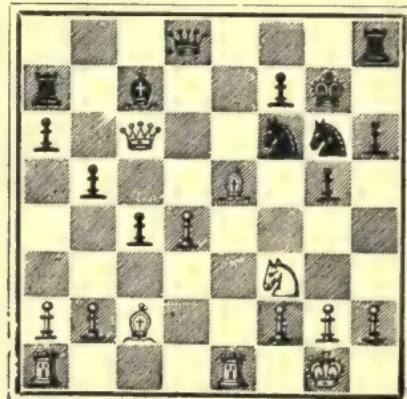
- | | |
|---------------------|------------------|
| 18. Kt. to K's 4th. | 18. B. takes Kt. |
|---------------------|------------------|

This is Black's best move, as a little examination will readily show.

- | | |
|---------------------|-----------------------|
| 19. Q. takes B. | 19. Kt. to Kt's 3rd. |
| 20. Q. to Kt's 7th. | 20. R. to Q. R's 2nd. |
| 21. Q. to B's 6th. | 21. P. to B's 5th. |
| 22. B. to B's 2nd. | 22. B. to B's 2nd. |

Black ought here to have taken Q's B. with Kt., and on the P.'s retaking, to have moved K. Kt's to its 5th :—

BLACK.



WHITE.

23. Q. R. to Q's sq.

From this point, with correct play, White's game appears to be won by force.

24. K. B. takes Q's Kt.

25. P. to Q's 5th.

26. Kt. takes B. (ch.)

27. Kt. to Kt's 6th.

23. Q. to K's 2nd.

24. K. takes B.

25. B. takes B.

26. K. to Kt's 2nd.

The decisive move.

28. Kt. takes R.

29. P. to Q's 6th.

30. P. to Q. R's 4th.

31. P. takes P.

32. Q. takes Kt's P.

33. R. takes R.

34. Q. takes P.

35. P. to R's 3rd.

36. R. to K's 3rd.

37. R. takes Kt.

27. Q. to Q's sq.

28. K. takes Kt.

29. K. to Kt's 2nd.

30. R. to Q's 2nd.

31. P. takes P.

32. R. takes P.

33. Q. takes R.

34. P. to R's 4th.

35. Kt. to Q's 2nd.

36. Kt. to K's 4th.

The speediest method of determining the contest.

37. Q. takes R.

38. Q. to B's 3rd.

And wins.

THE TWO FOLLOWING GAMES were played between Mr. Löwenthal and Mr. Morphy in the month of May, 1850, during a visit of the former to the city of New Orleans. It is right to mention that at this time only two games were played between Messrs. Morphy and Löwenthal. Of the two games actually contested on the occasion in question, Mr. Morphy won the first and the second was drawn. The latter game we have by us, accompanied by notes, in the M.S. of Mr. Ernest Morphy, who recorded it at the time it was played. From a perusal of these games, played so long ago, it will be evident that at that time even, Paul Morphy was an accomplished player. Such a circumstance as that of a youth having become so

fine a player at twelve years of age is wonderful, and in all probability quite unprecedented, yet no one able to judge will doubt the fact, after examining these two games.

GAME I.—SICILIAN OPENING.

Mr. Morphy and Mr. Löwenthal.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd
4. P. takes P.
5. P. to Q's 4th.
6. K. B. to K's 2nd.
7. B. takes B.
8. Castles.
9. B. to K's 3rd.

BLACK. (Mr. L.)

1. P. to Q. B's 4th.
2. P. to K's 3rd,
3. P. to Q's 4th.
4. P. takes P.
5. B. to K. Kt's 5th.
6. B. takes Kt.
7. Kt. to K. B's 3rd.
8. B. to K's 2nd.
9. P. takes P.

This is an injudicious move, as it must cost Black his Q's P.

10. Q. B. takes P.
11. Kt. to Q. B's 3rd.
12. B. takes Kt.
13. Kt. takes Q's P.
14. Q. R. to Q. Kt's sq.
15. K. to R's sq.
16. P. to Q. B's 3rd.
17. P. to K. B's 5th.

10. Castles.
11. Kt. to Q. B's 3rd.
12. B. takes B.
13. B. takes Q. Kt's P.
14. B. to Q. 5th (ch.)
15. R. to Q. Kt's sq.
16. B. to Q. B's 4th.

Well-timed, and threatening to become very troublesome to Black by advancing to the 6th.

17. Q. to K. R's 5th.

Hastily played, P. to K. B's 3rd is much better.

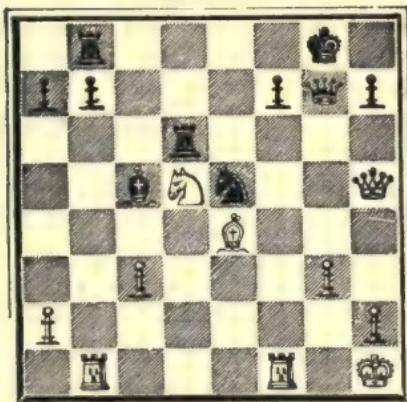
18. P. to K. Kt's 3rd.
19. P. to K. B's 6th.
20. P. takes P.
21. B. to K's 4th.
22. Q. to K. R's 5th.

18. Q. to K. Kt's 4th.
19. Kt. to K's 4th.
20. K. R. to Q's sq.
21. Q. takes P. at Kt's 7th.

Exceedingly well played, threatening to win Black's Kt., and acquiring a splendid attack.

22. R. to Q's 3rd.

BLACK.



WHITE.

23. B. takes P. (ch.)

Let the reader consider that all this was played by a mere child.

23. K. to B's sq.

Had Black taken B. with Q., White would have replied with Kt. to K's 7th (ch.), and then Q. takes Kt., &c., winning a clear piece.

24. B. to K's 4th.**25. Q. to K. B's 5th.****26. R. to Q. Kt's 2nd.****27. Kt. to K. B's 6th.****28. R. to K. Kt's 2nd.****24. R. to K. R's 3rd.****25. Q. takes K. Kt's P.****26. Q. R. to K's sq.****27. R. to K's 3rd.****28. Q. takes R. (ch.)**

K. R. takes Kt might have been better. All the latter moves of the game are played by the young Morphy with remarkable accuracy.

29. B. takes Q.**30. Q. takes K's R.****31. R. takes R.****32. R. to K. B's 5th.****33. B. to Q's 5th.****34. R. to K. B's 6th.****35. R. to Q. B's 6th.****36. R. to Q. B's 7th.****37. K. to Kt's 2nd.****38. K. to B's 3rd.****39. B. to K's 4th.****40. B. takes Kt.****29. K's R. takes Kt.****30. R. takes Q.****31. Kt. to K. Kt's 5th.****32. P. to Q. Kt's 3rd.****33. Kt. to K. R's 3rd.****34. K. to Kt's 2nd.****35. P. to Q. R's 4th.****36. K. to Kt's 3rd.****37. P. to K. B's 3rd.****38. Kt. to K. B's 4th.****39. K. to Kt's 4th.****40. K. takes B.**

- | | |
|-------------------------|-------------------------|
| 41. P. to K. R's 4th. | 41. K. to Kt's 3rd |
| 42. R. to Q. B's 6th. | 42. K. to R's 4th. |
| 43. K. to Kt's 3rd. | 43. P. to K. B's 4th. |
| 44. R. to K. B's 6th. | 44. P. to B's 5th (ch.) |
| 45. K. takes P. | 45. B. to B's 7th. |
| 46. K. to K's 4th. | 46. B. to B's 4th. |
| 47. R. to B's 5th (ch.) | 47. K. takes P. |
| 48. R. takes B. | 48. P. takes R. |
| 49. K. to Q's 5th. | |

And White wins.

GAME II.—PETROFF'S DEFENCE.

Between the same players.

WHITE. (Mr. M.)	BLACK. (Mr. L.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. takes P.	3. P. to Q's 3rd.
4. Kt. to K. B's 3rd.	4. Kt. takes P.
5. Q. to K's 2nd.	5. Q. to K's 2nd.
6. P. to Q's 3rd.	6. Kt. to K. B's 3rd.
7. Kt. to Q. B's 3rd.	7. B. to K's 3rd.
8. B. to K. Kt's 5th.	8. P. to K. R's 3rd.
9. B. takes Kt.	9. Q. takes B.
10. P. to Q's 4th. ¹	10. P. to Q. B's 3rd.
11. Castles (Q. R.) ²	11. P. to Q's 4th. ²

The foot notes to this game are by Löwenthal: those in the text by Mr. Ernest Morphy.

¹ Kt. to Q's 5th does not yield any advantage, as Black can safely reply with Q. takes Kt's P., &c.

² P. to Q's 5th leads to a very interesting variation, e.g.—

- | | |
|--------------------|----------------------------|
| 11. P. to Q's 5th. | 11. P. takes P. |
| 12. Kt. takes P. | 12. Q. takes P. (best). |
| 13. R. to Q's sq. | 13. K. to Q's 2nd. (best.) |

If—

14. Q. to Kt's 5th (ch.)

With the better game.

14. Q. to Q. B's 4th.

14. Kt. to B's 3rd.

15. B. to K's 2nd.

15. B. takes Kt.

16. R. takes B.

With a fine game.

² In order to prevent the advance of the Q's P.

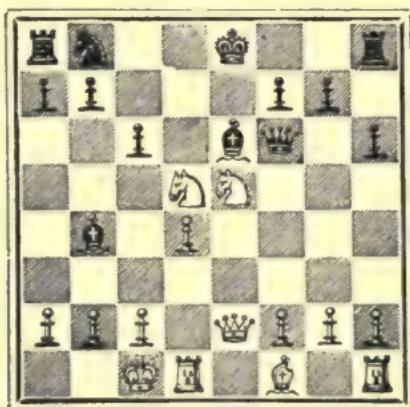
12. Kt. to K's 5th.

12. B. to Q. Kt's 5th.⁴

13. Q. Kt. takes Q's P.

With the intention of gaining a Rook and two Pawns for two minor pieces.

BLACK.



WHITE.

13. Q. B. takes Kt.

The best move.

14. Kt. to K. Kt's 6th
(dis. ch.)

14. Q. to K's 3rd.

15. Kt. takes R.

15. Q. takes Q.

16. B. takes Q.

16. K. to K's B. sq.

17. P. to Q. R's 3rd.

17. B. to Q's 3rd.

18. B. to Q's 3rd.

18. K. to K's Kt. sq.⁵

19. Kt. takes B's P.

19. K. takes Kt.

20. P. to K. B's 3rd.

20. P. to Q. Kt's 4th.

21. B. to K's 4th.

21. Kt. to Q's 2nd.

22. Q's R. to K's sq.

22. Kt. to K. B's 3rd.

23. Q. R. to K's 2nd.

23. Q. R. to K's sq.

24. B. takes B. (ch.)

24. P. takes B.

25. R. takes R.

25. Kt. takes R.

26. P. to K. Kt's 3rd.

A clever disposition of Pawns, to annul the power of the adverse Knight.

⁴ B. to Q's 3rd would have been better play.⁵ B. takes K. Kt's P., although it looks hazardous, might have been played with advantage.

27. K. to Q's 2nd.

28. R. to Q. R's sq.

Master Paul uses his Rook with great skill, at this as well as at the subsequent stages of the game.

29. K. to Q's 3rd.

30. P. to Q. R's 4th.

31. P. to Q. B's 4th.⁶

32. R. to K's sq. (ch.)

33. R. to K's 5th.

34. K. takes P.

35. R. to Q. Kt's 5th.

26. P. to K. Kt's 4th.

27. Kt. to Kt's 2nd.

28. P. to Q. R's 4th.

29. K. to K's 3rd.

30. P. to Q. Kt's 5th.

31. B. to B's 2nd.⁷

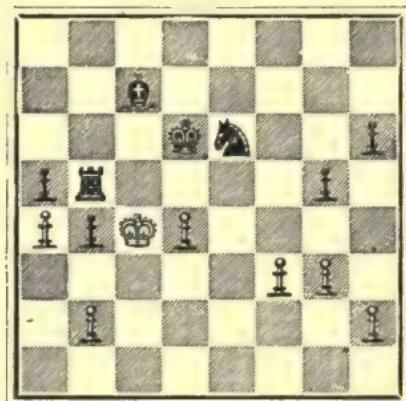
32. K. to Q's 3rd.

33. P. takes P. (ch.)

34. Kt. to K's 3rd.

We represent the position on a diagram after White's 35th move, leaving it to the student to determine whether Black could have done better than moving the Kt. to K. B's sq. :—

BLACK.



WHITE.

35. Kt. to K. B's sq.

36. R. to Q's 5th (ch.)

36. K. to K's 3rd.

37. R. to Q. B's 5th.

37. K. to Q's 3rd.

38. P. to Q's 5th.

38. K. to Q's 2nd.

39. R. to Q. B's 6th.

39. B. to Q's 3rd.

⁶ An excellent move.

⁷ P. takes P. would have been weak play, on account of its giving White's K. freedom of action.

- | | |
|-------------------------------------|-------------------------------------|
| 40. R. to Q. R's 6th. | 40. Kt. to K. Kt's 3rd. |
| 41. R. takes Q. R's P. | 41. Kt. to K's 4th (ch.) |
| 42. K. to Kt's 5th. | 42. P. to Q. Kt's 6th. ⁸ |
| 43. R. to Q. R's 7th (ch.) | 43. K. to Q's sq. |
| 44. P. to K. B's 4th. | 44. P. takes P. |
| 45. P. takes P. | 45. Kt. to Q's 6th. |
| 46. K. to B's 4th. | 46. Kt. takes K. B's P. |
| 47. R. to K. R's 7th. | 47. B. to K's 4th. |
| 48. R. takes R's P. | 48. B. takes Q. Kt's P. |
| 49. K. takes P. | 49. B. to K. Kt's 2nd. |
| 50. R. to K. R's 7th. | 50. B. to K. 4th. |
| 51. P. to Q. R's 5th. | 51. Kt. takes P. |
| 52. R. to K. R's 5th. | 52. B. takes P. |
| 53. R. takes Kt. (ch.) | 53. K. to Q. B's sq. |
| 54. R. to Q. Kt's 5th. ⁹ | 54. K. to Q. B's 2nd. |
| 55. K. to Q. B's 4th. | 55. K. to Q. B's 3rd. |
| 56. R. to K. R's 5th. | |

Overlooking an easy mode of winning, by keeping R. on Q. Kt's file, and pushing Q. R's P. 1.

- | | |
|----------------------------|------------------------|
| 57. R. to K. R's 6th (ch.) | 56. B. to K. Kt's 8th. |
|----------------------------|------------------------|

There was yet time to play the Rook back to Q. Kt's file.

- | |
|------------------------|
| 57. K. to Q. Kt's 2nd. |
|------------------------|

After a few moves the game was declared drawn.

EVANS'S GAMBIT.

Mr. Marache and Mr. Morphy.

WHITE. (Mr. Mar.)	BLACK. (Mr. Mor.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to K. B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes Kt's P.

⁸ If 42. Kt. takes B's P., White's R. checks; and if then Black interposes the Bishop, White replies with K. to B's 5th very forcibly.

⁹ A very good move, which, properly followed up, would have secured the victory.

5. P. to Q. B's 3rd. 5. B. to R's 4th.
 6. P. to Q's 4th. 6. P. takes P.
 7. P. to K's 5th. 7. P. to Q's 4th.
 8. P. takes P. (*en passant*).

We should have preferred playing R. to Q's Kt's 5th.

9. Castles. 8. Q. takes P.
 10. Kt. to Kt's 5th. 9. K. Kt. to K's 2nd.

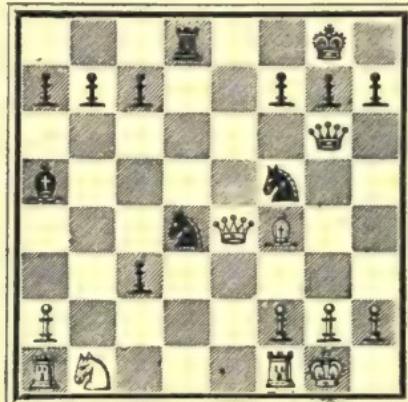
Weak; 10. B. to Q. R's 3rd, followed by 11. R. to K's sq., appears the proper line of play.

10. Castles. 11. B. to K. B's 4th.

Decidedly the best move. Black purposely gives up the exchange foreseeing that he must remain with more than an equivalent in Pawns and position.

12. B. takes B. 12. Kt. takes B.
 13. B. to R's 3rd. 13. Q. to Kt's 3rd.
 14. B. takes R. 14. Q. takes Kt.
 15. B. to R's 3rd. 15. P. takes P.
 16. B. to B's sq. 16. Q. to Kt's 3rd.
 17. B. to B's 4th. 17. R. to Q's sq.
 18. Q. to B's 2nd. 18. Q. Kt. to Q's 5th.
 19. Q. to K's 4th.

BLACK.



WHITE.

The position here is one of much interest, and a diagram of it is appended, to enable students to play over the variations, with-

out retracing the previous part of the game. White has the choice of three moves besides the one in the text. He might have played Q. to Q's 3rd, R. to Q's sq., or Q. to Q. R's 4th. Let us examine each in its turn. If, in the first place, 19. Q. to Q's 3rd, then 19. Kt. to Kt's 6th, winning the Queen for the two Knights. If, secondly, 19. R. to Q's sq., then—

20. Q. takes Q.
21. K. to R's sq.

19. Kt to K's 6th.
20. Kt. to K's 7th (ch.)
21. R. takes R. (mate.)

And if, in the third place, 19. Q. to Q. R's 4th,—

20. Q. takes B.
21. K. to R's sq.
22. R. to K. Kt's sq. (or A.)
23. P. to K. Kt's 3rd.
24. P. to B's 3rd.

19. P. to Q. Kt's 4th.
20. Kt. to K's 7th. (ch.)
21. Kt. takes B.
22. R. to Q's 8th.
23. Q. to B's 3rd. (ch.)
24. Q. takes P. (mate.)

(A.)

22. P. to Kt's 3rd.
23. P. to B's 3rd.
24. R. takes Q.
25. R. to K's B.

22. Q. to Q. B's 3rd (ch.)
23. Q. takes P. (ch.)
24. R. to Q's 8th (ch.)
25. R. takes R. (mate.)

19. Kt. to Kt's 6th.

And wins.

GAME I.—RUY LOPEZ KNIGHT'S GAME.

Mr. Medley and Mr. Morphy.

WHITE. (Mr. Med.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Q. Kt's 5th.
4. P. to Q. B's 3rd.
5. B. to Q. R's 4th.
6. B. to Q. Kt's 3rd.
7. P. takes P.
8. P. to Q's 4th.

BLACK. (Mr. Mor.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. K. Kt. to K's 2nd.
4. P. to Q. R's 3rd.
5. P. to Q. Kt's 4th.
6. P. to Q's 4th.
7. Kt. takes P.

An interesting and singular variation arises if White now play Q. to K's 2nd, e.g.—

8. Q. to K's 2nd.
9. Q. to K's 4th.

8. Kt. to K. B's 5th.
9. Q. to Q's 6th.

10. Q. takes Kt. (ch.)

11. Kt. to Kt's sq.

The only move to save the mate.

10. K. to Q's sq.

11. R. to Q. Kt's sq.

And, play as White may, Black must win.

9. Kt. takes P.

10. Q. takes Kt.

11. Castles.

12. Q. to K's 5th.

13. B. to B's 2nd.

14. Q. to Q's 4th.

8. P. takes P.

9. Kt. takes Kt.

10. B. to K's 3rd.

11. P. to Q. B's 4th.

12. P. to B's 5th.

13. B. to Q's 3rd.

Had he taken the K. Kt's P., Black would have played K. to Q's 2nd and then commenced a powerful attack on White's right wing.

15. Q. to K's 4th.

16. Q. to K. B's 3rd.

17. P. to K. Kt's 3rd.

18. B. to K's 4th.

19. B. to K. B's 4th.

14. Castles.

15. P. to Kt's 3rd.

16. Q. to K. R's 5th.

17. Q. to R's 6th.

18. Kt. to Q. B's 2nd.

Mr. Medley declined the exchange, probably under some apprehension of B. to Q's 4th.

20. B. takes B.

21. Q. to B's 4th.

22. B. to K. Kt's 2nd.

23. B. to B's 3rd.

24. Kt. to R's 3rd.

19. Q. R. to Q's sq.

20. R. takes B.

21. K. R's to Q's sq.

22. Q. to R's 4th.

23. Q. to Q. B's 4th.

24. Kt. to Q's 4th.

Gaining a decided advantage in position.

25. Q. to K's 5th.

26. Q. to K's 2nd.

27. P. takes Kt.

28. Q. to K's 3rd.

29. K. R. to Q's sq.

25. P. to K. B's 3rd.

26. Kt. takes P.

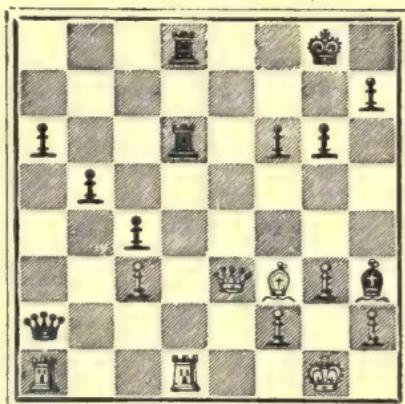
27. Q. takes Kt.

28. B. to R's 6th.

29. Q. takes R's P.

Winning a clear Pawn very ingeniously, after which the advantage acquired is maintained to the close with Mr. Morphy's usual ability.

BLACK.



WHITE.

30. Q. to K's 7th.
31. Q. takes R. (ch.)

As the game was lost by its nature, it perhaps mattered little what Mr. Medley played. This strikes us, however, as injudicious, with his adversary's Pawns in such strength on the Queen's side.

- | | |
|-------------------------|------------------------|
| 32. R. takes R. (ch.) | 31. R. takes Q. |
| 33. Q. R. to K's sq. | 32. K. to Kt's 2nd. |
| 34. R. to K's 7th (ch.) | 33. Q. takes Q. B's P. |
| 35. R. to K's 3rd. | 34. K. to R's 3rd. |
| 36. R. to Q's sq. | 35. Q. to Kt's 7th. |
| 37. Q. R. to K's sq. | 36. P. to B's 6th. |
| 38. R. to Q. B's sq. | 37. P. to B's 7th. |
| 39. B. to K's 4th. | 38. P. to Kt's 5th. |
| | 39. P. to Kt's 6th. |

And wins.

GAME II.—ALLGAIER GAMBIT.

Between the same players.

- WHITE.** (Mr. Mor.)
1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.

- BLACK.** (Mr. Med.)
1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.

- | | |
|----------------------|-----------------------|
| 4. P. to K. R's 4th. | 4. P. to Kt's 5th. |
| 5. Kt. to K's 5th. | 5. Kt. to K. B's 3rd. |

The line of defence laid down in the books is 5 P. to K. R's 4th, which originated with Cozio, was fully analysed by Allgaier, and, in later times, by Kieseritzky, and until very lately was considered the best move that could be adopted. Cozio also recommends here Q. to K's 2nd, in his "Giuoco degli Scacchi," 1766, and makes it appear that Black has the better game. Salvio suggests B. to K's 2nd, and Kieseritzky P. to Q's 3rd. Philidor alone favoured the move in the text, but analysts, on the whole, have paid too little attention to it.

The following variation was given in both the German and English Handbooks, and accepted as satisfactory,—

- | | |
|------------------------|--------------------------|
| 6. B. to Q. B's 4th. | 6. Q. to K's 2nd. |
| 7. P. to Q's 4th. | 7. P. to Q's 3rd. |
| 8. Kt. takes K. B's P. | 8. Q. takes K's P. (ch.) |
| 9. Q. to K's 2nd. | 9. Q. takes Q. (ch.) |
| 10. K. takes Q. | 10. P. to Q's 4th. |

And Black was said, with justice, to have the better game.

It was not until the match between Messrs. Harrwitz and Löwenthal that due notice was taken of the move of 5 Kt. to K. B's 3rd. The former played it against his opponent with marked success; and the opinion now generally entertained is, that it furnishes the best defence against the attack.

- | | |
|----------------------|--------------------|
| 6. B. to Q. B's 4th. | 6. P. to Q's 4th. |
| 7. P. takes P. | 7. B. to Q's 3rd. |
| 8. P. to Q's 4th. | 8. Kt. to R's 4th. |

We have elsewhere, in opposition to Mr. Staunton, who in the "Chess Player's Chronicle," vol. 1853, p. 347, pronounces this the best move, given it as our opinion that Q. to K's 2nd is the correct defence; the Kt. can afterwards be played to the K. R's 4th with much greater effect.

9. Kt. to Q. B's 3rd.

A novelty, and one that deserves consideration.

9. B. to K. B's 4th.

Here, perhaps, Kt. to Kt's 6th might have been played with advantage.

10. Kt. to K's 2nd.

This, at first sight, would appear an insignificant move, and made merely with the object of attacking the advanced Pawn; as the game progresses, however, it will be seen that Mr. Morphy had a deeper design in view.

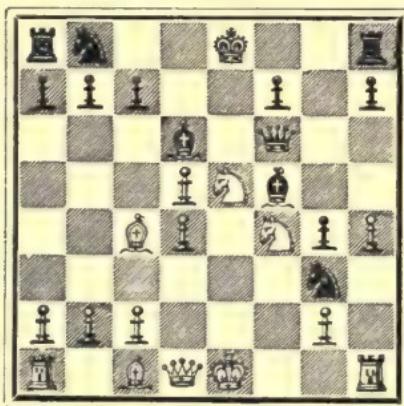
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|---------------------|-----------------------|
| 11. Q. Kt. takes P. | 10. Q. to K. B's 3rd. |
| | 11. Kt. to Kt's 6th. |

Better to have exchanged Knights.

12. Kt. to R's 5th.
13. B. to K. Kt's 5th.

We here present our readers with a diagram of the position, after Black's 11th move, which is one of remarkable interest, and shows the power of the move of 10 Kt. to K's 2nd, to which we called attention in a previous note. The line of attack chosen by Mr. Murphy displays the highest ingenuity, and is quite characteristic of his play:—

BLACK.



WHITE

13. B. to Q. Kt's 5th (ch.)

Q. to Kt's 2nd would have been better, but the game was past all recovery.

14. P. to Q. B's 3rd.

14. Q. to Q's 3rd.

15. Castles.

15. Kt. to Kt's 2nd.

16. R. takes B.

This is all remarkably well played, and is the more admirable since it is evident that Mr. M. must have seen through the whole of the variations when he played his Kt. to K's 2nd.

17. Q. takes P.

16. Kt. takes R.

18. R. to K's sq.

17. Kt. to K's 2nd.

19. Q. to B's 3rd.

18. P. to K. R's 4th.

20. B. to Q. Kt's 5th (ch.)

19. R. to R's 2nd.

21. P. takes P.

20. P. to Q. B's 3rd.

22. Kt. takes P.

21. P. takes P.

23. B. takes Kt. (ch.)

22. Kt. takes Kt.

And wins.

White's victory is consummated in most excellent style.

GAME III.—RUY LOPEZ KNIGHT'S GAME.

Between the same players.

WHITE. (Mr. Med.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. P. to Q's 4th.
5. P. to K's 5th.
6. Castles.
7. B. takes Kt.
8. Q. takes P.

BLACK. (Mr. Mor.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to B's 3rd.
4. P. takes P.
5. Kt. to K's 5th.
6. P. to Q. R's 3rd.
7. Q. P. takes B.
8. B. to K. B's 4th.

This is a good move, and secures a speedy development of Black's game. One of the main features of Mr. Morphy's game is, that he never allows a piece to remain long idle.

9. B. to B's 4th.
10. Q. takes Q. (ch.)
11. Kt. to Q's 2nd.
12. Kt. takes Kt.
13. Kt. to Kt's 5th.

9. B. to Q. B's 4th.
10. R. takes Q.
11. Castles.
12. B. takes Kt.
13. B. to Q's 4th.

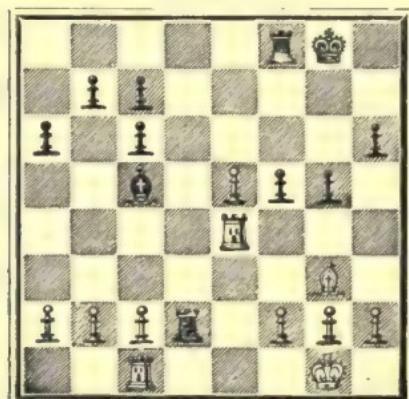
If Black had taken the Q. B's P., White would have replied with P. to K's 6th, or K. R. to Q. B's sq.

14. K. R. to K's sq.
15. Kt. to K's 4th.
16. R. takes B.
17. B. to Kt's 3rd.
18. R. to Q. B's sq.

14. P. to K. R's 3rd.
15. B. takes Kt.
16. P. to Kt's 4th.
17. R. to Q's 7th.
18. P. to K. B's 4th.

Deciding the game at once :—

BLACK.



WHITE.

19. P. takes P. (*en passant*). 19. R. takes P.
 20. P. to K. R's 4th. 20. B. takes P. (ch.)
 21. B. takes B. 21. K. R. takes B.
 22. P. takes P.

R. to K. Kt's 4th looks rather more promising, but in any case the game was beyond redemption.

22. R. takes P. (ch.)
 23. K. to B's sq.
 24. R. to K's 7th.
 25. R. takes P.
 23. P. takes P.
 24. P. to Kt's 5th.
 25. P. to Kt's 6th.

And wins.

GAME I.—KING'S KNIGHT'S GAMBIT.

Mr. Morphy and Judge Meek.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to K. B's 3rd.
4. B. to Q. B's 4th.
5. P. to K. R's 4th.
6. Kt. to K. Kt's 5th.
7. P. to Q's 4th.
8. B. takes P.
9. B. takes Kt's P.
10. Q. to Q's 2nd.

BLACK. (Judge M.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. B. to Kt's 2nd.
5. P. to Kt's 5th.
6. Kt. to K. R's 3rd.
7. P. to K. B's 3rd.
8. P. takes Kt.
9. B. to K. B's 3rd.

The regular moves, commended by authors generally, are adopted up to this point by both players, but here Mr. Morphy introduces a line of play which is quite new to us, and one that has the appearance of being as effective as it is original.

10. B. takes B.
 11. P. takes B.
 12. B. takes Kt. (ch.)
 11. Kt. to K. B's 2nd.

A good move, but it strikes us that the following line of play would have been even more efficacious.—

12. Q. to B's 4th.
 13. R. takes R's P.
 14. B. takes P.
 15. B. takes Kt. (ch.)
 12. R. to B's sq. (best.)
 13. P. to Q's 4th.
 14. Q. to Q's 3rd.
 15. K. to Q's sq.

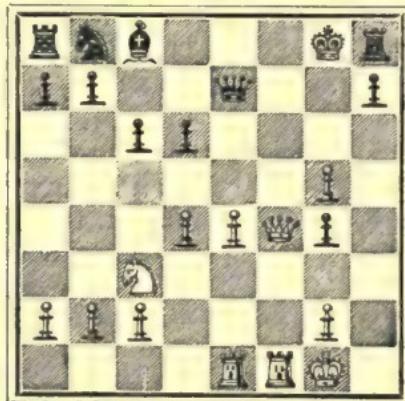
16. Q. takes Q. (ch.) 16. P. takes Q.
 17. P. to Kt's 6th, winning.

(If 12. Q. to K's 2nd. 13. B. takes Kt. (ch.) 14. Q. to K's 5th (ch.)
 winning the Rook.) And if 12. P. to Q's 4th. 13. B. takes P.
 14. B. takes Kt. (ch.), and wins.

- | | |
|-----------------------|-------------------------|
| 12. K. takes B. | 13. Q. to B's 4th (ch.) |
| 13. K. to Kt's sq. | 14. Castles. |
| 14. Q. to K's 2nd. | 15. Kt. to B's 3rd. |
| 15. P. to Q. B's 3rd. | 16. Q. R. to K's sq. |
| 16. P. to Q's 3rd. | 17. Kt. to Q's 5th. |

Beautifully terminated. We give a diagram of the position after Black's 16th move:—

BLACK.



WHITE.

17. P. takes Kt.
 18. P. takes P.
 And wins.
-

GAME II.—SCOTCH GAMBIT.

Between the same players.

WHITE. (Judge M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. B. to Q. B's 4th.
5. Kt. to Kt's 5th.

This mode of proceeding with the attack is comparatively obsolete, as, with correct play, the defence to it is perfectly satisfactory. P. to Q. B's 3rd is now generally played, and the game continued thus:—

5. P. to Q's 6th.

(Kt. to B's 3rd, for Black resolves the opening into a regular "Giuoco Piano.")

6. P. to Q. Kt's 4th.

6. B. to Kt's 3rd.

7. P. to Kt's 5th.

(This move was first adopted by Mr. Staunton when playing against Mr. Harrwitz.)

7. Kt. to Q. R's 4th.

(Mr. Harrwitz played Q. to K's 2nd, which however appears to give an advantage to White: the move in the text is given by Heydebrand, who continues the game as follows:—

8. B. takes Q's P.
9. P. takes P.
10. Castles.
11. Q. to Q. B's 2nd.

8. P. to Q's 4th.
9. Q. takes P.
10. B. to K's 3rd.
11. Castles, &c.

Or,—

11. Kt. to Kt's 5th.
12. Kt. takes B.
13. B. to K's 2nd.

11. Castles.
12. P. takes Kt.
13. B. takes B's P. (ch.)

With better game.

5. Kt. to K. R's 3rd.

Kt. to K's 4th is not good, e.g.,—

6. Kt. takes B's P.
7. B. takes Kt. (ch.)
8. Q. to R's 5th (ch.)
9. Q. takes B.

5. Kt. to K's 4th.
6. Kt. takes Kt.
7. K. takes B.
8. P. to K. Kt's 3rd.

And White's game is, justly considered by Heydebrand to be better than that of his opponent.

6. Kt. takes K. B's P.
7. B. takes Kt. (ch.)
8. Q. to R's 5th (ch.)
9. Q. takes B.

6. Kt. takes Kt.
7. K. takes B.
8. P. to K. Kt's 3rd.
9. P. to Q's 3rd.

P. to Q's 4th is the best move here, see "Chess Player's Chronicle," vol. ii., p. 219.

10. Q. to Q. Kt's 5th.

Correctly played.

10. R. to K's sq.

11. Q. to Kt's 3rd (ch.)

Castling would have been a better move.

11. P. to Q's 4th

12. P. to K. B's 3rd.

A bad move, and the cause of immediate trouble; White should rather have sacrificed the Pawn and castled, for a time at least, escaping danger.

12. Kt. to Q. R's 4th.

Taking all possible advantage of his opponent's error.

13. Q. to Q's 3rd.

13. P. takes P.

14. P. takes P.

14. Q. to R's 5th (ch.)

15. P. to K. Kt's 3rd.

15. R. takes P. (ch.)

16. K. to B's 2nd.

16. Q. to K's 2nd.

17. Kt. to Q's 2nd.

If B. to Q's 2nd, Black plays 17 B. to K. B's 4th, and if 17 R. to K. B's sq., then 17 B. to K. R's 6th.

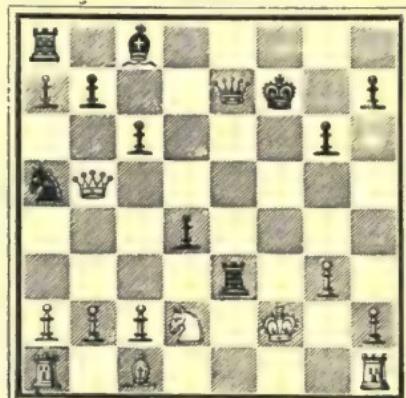
17. R. to K's 6th.

18. Q. to Kt's 5th.

18. P. to Q. B's 3rd.

A fine conception. A diagram of the position is given :—

BLACK.



WHITE.

19. Q. to K. B's sq.

The capture of the Knight would obviously have exposed White to a mate in three moves.

19. B. to R's 6th.

Admirably played.

20. Q. to Q's sq.

There was no better move.

20. R. to K. B's sq.

21. Kt. to B's 3rd.

21. K. to K's sq.

And wins.

GAME I.—RUY LOPEZ KNIGHT'S GAME.

Mr. Morphy and Mr. Ernest Morphy.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Q. Kt's 5th.

BLACK. (Mr. E. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.

We have elsewhere noticed the fact of this move being far from advisable for the defence, as it allows the first player to establish his Pawns in the centre, and gain a powerful attack.

4. P. to Q. B's 3rd.

4. Q. to K's 2nd.

5. Castles.

5. Kt. to B's 3rd.

6. P. to Q's 4th.

6. B. to Q. Kt's 3rd.

Taking P. with P. would be bad play, because of White's reply, of P. to K's 5th, which would cramp Black's pieces still more.

7. B. to K. Kt's 5th.

The correct move, obtaining an overwhelming attack.

7. P. to K. R's 3rd.

8. B. takes K's Kt.

8. P. takes B.

Taking the Bishop with Queen, instead, would involve the loss of a clear Pawn at least.

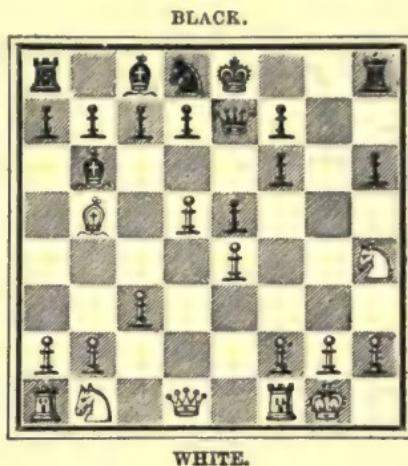
9. P. to Q's 5th.

9. Kt. to Q's sq.

10. Kt. to R's 4th.

The moves in this game, up to the present point, coincide exactly with those which occurred in the third game of the match between the Editor and Herr Harrwitz, see "Chess Player's Chronicle," vol. i. (new

series), p. 332, where the former had the attack. The position is very interesting, and we therefore represent it on a diagram:—



WHITE.

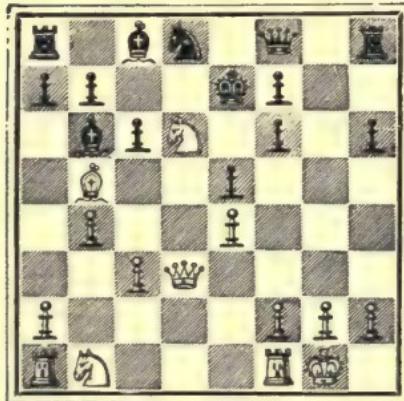
10. P. to B's 3rd.

The following was the mode in which the game to which we have alluded was carried on:—

- | | |
|------------------------------|-----------------------|
| 11. Q. to K. B's 3rd. | 10. Q. to B's 4th. |
| 12. Q. takes P. | 11. Q. takes B. |
| 13. Kt. to K. B's 5th. | 12. R. to K. Kt's sq. |
| 14. Q. takes K's P. (ch.) | 13. B. to B's 4th. |
| 15. Q. to K. B's 6th. | 14. K. to B's sq. |
| 16. P. to Q. Kt's 4th. | 15. K. to K's sq. |
| 17. P. to Q. R's 4th. | 16. B. to B's sq. |
| 18. Q. to K's 5th (ch.), &c. | 17. Q. to Q's 6th. |
|
 | |
| 11. Kt. to B's 5th. | 11. Q. to B's 4th. |
| 12. P. to Q. Kt's 4th. | 12. Q. to K. B's sq |
| 13. P. takes P. | 13. Q. P. takes P. |
| 14. Kt. to Q's 6th (ch.) | 14. K. to K's 2nd. |
| 15. Q. to Q's 3rd. | |

An ingenious sacrifice, which brings the game to a speedy and successful conclusion:—

BLACK.



WHITE.

15. P. takes B.

B. to K's 3rd would seem to postpone the threatened catastrophe

- | | |
|------------------------|---------------------|
| 16. Kt. takes B. (ch.) | 16. R. takes Kt. |
| 17. R. to Q's sq. | 17. Q. to Kt's 2nd. |
- Q. to K's sq., or R. to B's 2nd would obviously have cost a mate ; but
B. to Q's 5th would have been a better move than the one chosen.
- | | |
|-------------------------|--------------|
| 18. Q. to Q's 7th (ch.) | 18. K. to B' |
| 19. Q. takes R. | |

And Black resigned.

GAME II.—EVANS'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3rd.
6. P. to Q's 4th.
7. Castles.

BLACK. (Mr. E. M.)

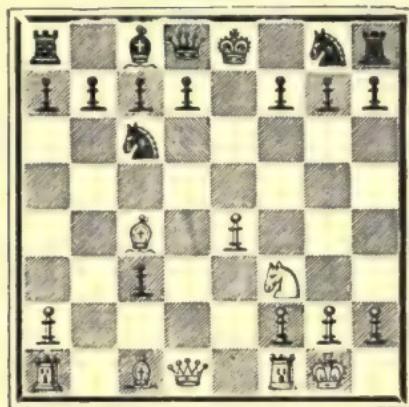
1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.
6. P. takes P.
7. B. takes P.

It is neither advisable here to take the Pawn with Pawn nor with Bishop, for such capture loses time and prevents Black from developing his game as speedily as is requisite, and enables White to bring his forces into rapid co-operation.

8. Kt. takes B.
9. B. to R's 3rd.

8. P. takes Kt.

BLACK.



WHITE.

We give a diagram of the position here, and as no analysis of the variations that arise from the Bishop's taking the P. has yet been given in any English Chess work, we extract the most important from the Berlin "Schachzeitung," where they appeared in the volume for 1851, p. 63, premising only that Mr. Morphy does not at this point adopt the move recommended by the able author of the work mentioned, but favours the move in the text:—

- | | |
|---|----------------------------|
| 9. Kt. to Kt's 5th. | 9. Kt. to R's 3rd, or (A.) |
| 10. P. to K's 5th. | 10. Kt. takes P. |
| 11. R. to K's sq. | 11. Q. to K's 2nd. |
| 12. Q. to Q's 4th. | 12. P. to K. B's 3rd. |
| 13. P. to K. B's 4th. | 13. R. to K. B's sq.* |
| 14. Kt. to K's 4th. | 14. Kt. to Q. B's 3rd. |
| 15. Q. takes Q. B's P. | 15. K. to Q's sq. |
| 16. B. to Q. R's 3rd, with a good game. | |

(A.)

- | | |
|-------------------------------|---------------------------|
| 10. B. to Q. Kt's 3rd. | 9. Kt. to K's 4th. |
| 11. P. to K. B's 4th. | 10. P. to K. R's 3rd. |
| 12. P. takes Kt. | 11. P. takes Kt. |
| 13. Q. to K. R's 5th. | 12. Kt. to R's 3rd. |
| 14. B. takes P. (ch.) | 13. P. to K. Kt's 3rd. |
| 15. Q. takes P., at Kt's 3rd. | 14. Kt. takes B. |
| 16. B. to Q. R's 3rd. | 15. Q. to K's 2nd. |
| | 16. P. to Q's 3rd (best.) |

* If—

14. Q. to K. B's 2nd, &c.

13. Kt. to K. B's 4th.

17. P. takes P.
18. B. takes P.
19. P. to K's 5th, &c.

10. Q. to Q. Kt's 3rd.

Mr. Morphy selects the best move, though 10. P. to K's 5th is also an effective mode of prosecuting the attack, and produces most interesting positions, e.g.,—

10. P. to K's 5th.
11. P. takes P.
12. Q. to R's 4th (ch.)
13. K. R. to K's sq. (ch.)
14. Q. takes Kt.
15. Kt. to Kt's 5th.
16. B. takes P., with a fine attack.

17. P. takes P.
18. Q. to Q's 2nd.
19. P. to Q's 3rd.
10. Kt. to R's 4th, or (A.)
11. Kt. takes B.
12. B. to Q's 2nd.
13. Kt. to K's 2nd.
14. P. takes P.
15. Castles.

(A.)

11. Q. to Kt's 3rd.
12. K. R. to K's sq.
13. B. takes Kt.
14. Kt. takes P.
15. Q. takes B's P.

10. P. takes P.
11. Q. to B's 3rd.
12. K. Kt. to K's 2nd.
13. K. takes B.*
14. Kt. takes Kt.

Regaining the piece, with a good game.

11. Q. takes P.
12. P. to K's 5th.

10. Kt. to K. R's 3rd.
11. Q. to B's 3rd.

A very effective move, as Black is, in a manner, compelled to take the Pawn, and give up the privilege of castling with King's Rook.

13. K. R. to K's sq.
14. Q. R. to Kt's sq.
15. B. to R's 6th.

12. P. takes P.
13. B. to Q's 2nd.
14. Castles (Q. R.)

The combination of which this move forms the key is both brilliant and sound, and favourably exhibits the truth of Mr. M's calculations.

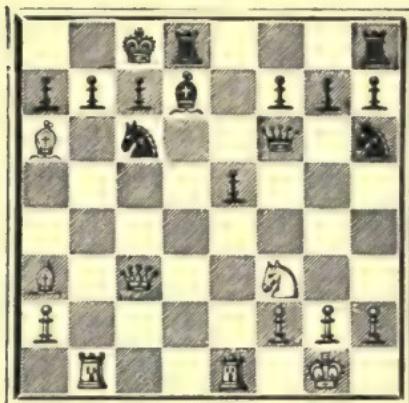
15. Kt. to R's 4th.

The inexperienced player will be surprised, no doubt, that the proffered Bishop was not captured; the following variations, arising from its being taken with Pawn, will show the consequences attendant on such capture.

* If—
14. Kt. takes K's P.
15. Q. to Kt's 5th (ch.), &c.

13. Q. takes B.
14. Kt. takes Kt.

BLACK.



WHITE.

16. Q. to Q. Kt's 3rd.
 17. Q. to Kt's 7th (ch.)
 18. Kt. takes P. (ch.)
 19. Q. to Q's 5th (ch.)
 20. Q. to R's 8th (ch.)
 21. Q. R. to Q's sq. (ch.)
 22. R. takes R., and must win.

15. P. takes B
 16. B. to K's sq., or (A) (B)
 17. K. to Q's 2nd.
 18. Kt. takes Kt. (best.)
 19. K. to B's sq.
 20. K. to Q's 2nd.
 21. K. to K's 3rd.

- (A.)
 17. Q. to Kt's 7th (ch.)
 18. Q. R. to Q's sq. (ch.)
 19. Kt. takes P. (ch.)
 20. R. takes Kt.
 21. Q. to B's 6th (ch.)
 22. Kt. takes R., winning easily.

16. B. to K's 3rd.
 17. K. to Q's 2nd.
 18. Kt. to Q's 5th (best.)
 19. K. to K's sq.
 20. R. takes R.
 21. R. to Q's 2nd, or (C.)

- (B.)
 17. Q. to Kt's 7th (ch.)
 18. Q. to R's 8th (ch.)
 19. Q. R. to Q's sq. (ch.), and wins.

16. Q. R. to K's sq.
 17. K. to Q's sq.
 18. B. to B's sq.

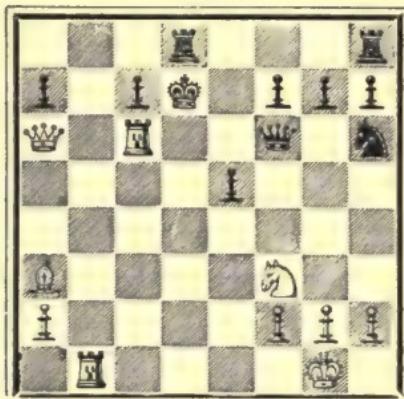
- (C.)
 22. Q. to R's 8th (ch.)
 23. Kt. to B's 6th (ch.)
 24. Kt. to Kt's 8th (ch.)
 25. B. to K's 7th (ch.)
 26. Kt. to B's 6th (ch.)
 27. Kt. takes Q., and wins.

21. K. to Q's sq.
 22. B. to B's sq.
 23. K. to Q's 2nd.
 24. K. to Q's sq.
 25. Q. takes B. (best.)
 26. K. to Q's 2nd.

- | | |
|---------------------------|--------------------|
| 16. K. R. to Q. B's sq. | 16. B. to B's 3rd. |
| 17. Q. takes Kt. | 17. P. takes B. |
| 18. Q. takes R's P. (ch.) | 18. K. to Q's 2nd. |
| 19. R. takes B. | |

An excellent *coup*, the situation is so instructive that we annex a diagram:—

BLACK.



WHITE.

19. Q. to B's 4th.

It is obvious that the Queen would have been lost if the Rook had been taken.

- | | |
|----------------------------|--------------------|
| 20. R. takes P. (ch.) | 20. K. to K's sq. |
| 21. Q. to B's 6th (ch.) | 21. Q. to Q's 2nd. |
| 22. R. to Q. Kt's 8th. | 22. Q. takes Q. |
| 23. R. to K's 7th (ch.) | 23. K. to B's sq. |
| 24. R. takes R. (ch.) | 24. Q. to K's sq. |
| 25. R. takes Q. (ch.) Mate | |

IRREGULAR OPENING.

Mr. Paulsen and Mr. Morphy.

- | | |
|-----------------------|------------------------|
| WHITE. (Mr. P.) | BLACK. (Mr. M.) |
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. Kt. to Q. B's 3rd. | 3. Kt. to K. B's 3rd.* |

* "This irregular opening amounts to the same as the Queen's *Knight's Début*, which is usually played as follows: 1. $\frac{\text{P. to K's 4th}}{\text{P. to K's 4th}}$

4. B. to Q. Kt's 5th.
 5. Castles.
 6. Kt. takes P.

4. B. to B's 4th.
 5. Castles.

We cannot recommend this move, for it allows the second player to develope his game, while the attacking forces become cramped.

6. R. to K's sq.

The correct reply, turning the tables on his adversary, and wresting from him the attack.

7. Kt. takes Kt.

The advantage of the Pawn might have been retained by the playing of the Kt. to Q's 3rd, but this move would have given White for some time a constrained position, and was therefore prudently rejected.

7. Q's P. takes Kt.

8. B. to B's 4th.

8. P. to Q. Kt's 4th.

Necessary, for if Black had at once taken P. with Kt., White would have exchanged Kts., and then taken K. B's P. with B., checking, in which case the Pawn lost would not have been regained, as it is by the course of play pursued.

9. B. to K's 2nd.

If 9. $\frac{\text{K. B. to Kt's 3rd}}{\text{B. to Q. Kt's 5th}}$, 10. $\frac{\text{Q. to K's sq.}}{\text{P. to Kt's 5th}}$, with the better game.

9. Kt. takes P.

10. Kt. takes Kt.

Had White played 10. $\frac{\text{B. to B's 3rd.}}{\text{Kt. takes K. B's P.}}$ 11. $\frac{\text{R. takes Kt.}}{\text{Q. to Q's 5th.}}$
 12. $\frac{\text{Q. to K. B's sq. or (A.)}}{\text{Q. takes R. (ch.)}}$ 13. $\frac{\text{Q. takes Q.}}{\text{R. to K's 8th. Mate.}}$

(A.)

12. $\frac{\text{Kt. to K's 4th.}}{\text{K's R. takes Kt.}}$ 13. $\frac{\text{K's B. takes R.}}{\text{Q. takes R. (ch.)}}$ 14. $\frac{\text{K. to R's sq.}}{\text{Q. B. to Kt's 5th.}}$
 15. $\frac{\text{B. to B's 3rd.}}{\text{R. to K's sq., and wins.}}$

2. $\frac{\text{Kt. to Q. B's 3rd}}{\text{Kt. to K. B's 3rd}}$. 3. $\frac{\text{Kt. to K. B's 3rd}}{\text{Kt. to Q. B's 3rd}}$, and the position is the same as in the text. This method of commencing a game has, as is well known, grown into favour within the last few years among the players of Continental Europe. It has been much elaborated by Mr. Hampe of Vienna, from whom it has been sometimes styled the *Hampe Opening*. Lange calls it very properly the *Vienna Game*. It is treated of at length in the third edition of the 'Handbuch' of Bilguer and Von der Lasa. A brief analysis will be found in the second volume of the 'Chess Monthly' (New York, 1858).—From 'The Book of the First American Chess Congress.'

11. B. to B's 3rd.
12. P. to Q. B's 3rd.

This move weakens White's game materially, as Black is now enabled to plant the Queen at her 6th, whence she can only be dislodged at the expense of valuable time.

13. P. to Q. Kt's 4th.

B. to Kt's 4th would perhaps have enabled White more speedily to bring his Queen into action.

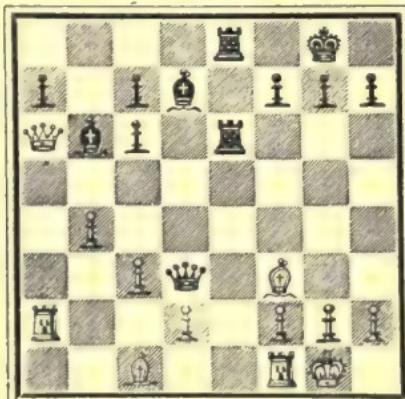
14. P. to Q. R's 4th.
15. Q. takes P.

15. P. to Q. R's 4th, with the view of sacrificing the Queen, and following that up with B. to R's 3rd, checking, would also have been good play, and would have led to very interesting positions.

16. R. to R's 2nd.
17. Q. to R's 6th.

Too late; Mr. Morphy had a move in reserve which rendered this manoeuvre worthless, and gave Black the game at once. The student, before pursuing the game further, should endeavour, from the diagram given, to hit upon the *coup juste*.

BLACK.



WHITE.

18. P. takes Q.
19. K. to R's sq.
20. R. to Q's sq.

White has no better move; for if 20. Q. to Q's 3rd, intending to sacrifice her in exchange for the Rook, Black would simply have moved

17. Q. takes B.
18. R. to Kt's 3rd (ch.)
19. B. to R's 6th.

up his Pawn to K. B's 4th, and the same result would have followed as is produced by the line of play actually chosen. And if—

- | | |
|----------------------|------------------------------|
| 20. R. to Kt's sq. | 20. R. takes R. (ch.) |
| 21. K. takes R. | 21. R. to K's 8th (ch.) |
| 22. Q. to K. B's sq. | 22. R. takes Q. Mate. |
|
 | 20. B. to Kt's 7th (ch.) |
| 21. K. to Kt's sq. | 21. B. takes P. (dis: ch.) |
| 22. K. to B's sq. | 22. B. to Kt's 7th (ch.) |
| 23. K. to Kt's sq. | 23. B. to R's 6th (dis. ch.) |
| 24. K. to R's sq. | 24. B. takes P. |
| 25. Q. to K. B's sq. | 25. B. takes Q. |
| 26. R. takes B. | 26. R. to K's 7th. |
| 27. R. to Q. R's sq. | 27. R. to K. R's 3rd. |
| 28. P. to Q's 4th. | 28. B. to K's 6th. |

And wins.

SICILIAN OPENING.

Mr. Morphy and Mr. F. Perrin.

- | WHITE. (Mr. M.) | BLACK. (Mr. P.) |
|---|-------------------------|
| 1. P. to K's 4th. | 1. P. to Q. B's 4th. |
| 2. Kt. to K. B's 3rd. | 2. P. to K's 3rd. |
| 3. P. to Q's 4th. | 3. P. takes P. |
| 4. Kt. takes P. | 4. Kt. to Q. B's 3rd. |
| 5. B. to K's 3rd. |
 |
| Kt. to Kt's 5th is now considered the best move at this juncture. | 5. Kt. to B's 3rd. |
| 6. B. to Q's 3rd. | 6. B. to Kt's 5th (ch.) |
| 7. P. to Q. B's 3rd. | 7. B. to R's 4th |
| 8. Castles. | 8. B. to Kt's 3rd. |
| 9. Kt. to Q's 2nd. | 9. Kt. to K's 4th. |

A sad loss of time, P. to Q's 4th, at once, would have been far better.

- | | |
|------------------------|------------------------|
| 10. B. to K's 2nd. | 10. P. to Q's 4th. |
| 11. P. to K. B's 4th. | 11. Kt. to B's 3rd. |
| 12. P. to K's 5th. | 12. B. takes Kt. |
| 13. P. takes B. | 13. Kt. to Q's 2nd. |
| 14. B. to Q's 3rd. | 14. P. to B's 4th. |
| 15. P. to K. Kt's 4th. | 15. P. to K. Kt's 3rd. |
| 16. P. takes P. | 16. K's P. takes F. |
| 17. K. to R's sq. | 17. Kt. to K. B's sq. |

18. R. to Q. B's sq.
19. B. takes P.

18. Kt. to K's 3rd.
19. K. Kt. takes Q's P.

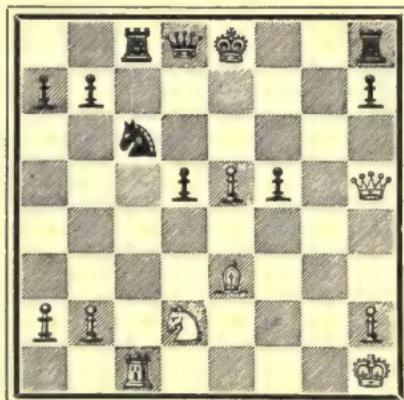
Was any real danger to be apprehended from the capture of the B.

20. B. takes B.
21. P. to B's 5th.
22. R. takes K's Kt.
23. Q. to R's 5th (ch.)

20. R. takes B.
21. Kt. takes B's P.
22. P. takes R.

A diagram of the position is given to enable such students as may wish to do so, to work out the termination of the game, without recourse to the actual moves:—

BLACK.



WHITE.

23. K. to Q's 2nd.

If K. to K's 2nd, the loss of the Queen would have followed on the move; and if to B's sq., White would have equally won with ease.

24. Q. to B's 7th (ch.)

25. P. to K's 6th (ch.)

26. B. to Kt's 5th.

24. Q. to K's 2nd.

25. K. to Q's sq.

And wins.

GAME I.—EVANS'S GAMBIT.

Mr. de Rivière and Mr. Morphy.

WHITE. (Mr. de R.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.

3. B. to B's 4th.

4. P. to Q. Kt's 4th.

5. P. to B's 3rd.

6. Castles.

3. B. to B's 4th.

4. B. takes P.

5. B. to B's 4th.

In this opening, not a moment should be lost in prosecuting the attack. This move is open to the objection of so doing; and thus, though it is recommended by some authors, we think P. to Q's 4th a decidedly better move.

7. P. to Q's 4th.

8. P. takes P.

9. B. to Kt's 2nd.

10. Q. Kt. to Q's 2nd.

11. P. to K. R's 3rd.

6. P. to Q's 3rd.

7. P. takes P.

8. B. to Kt's 3rd.

9. Kt. to B's 3rd.

10. Castles.

11. P. to Q's 4th.

This move has the effect of breaking up White's centre Pawns, besides enabling Black to develope his game, and is the natural result of White's last move, which should have been P. to Q's 5th. Taking K's P. with Kt. at this juncture is not advisable, as White would not retake at once, but play B. takes K. B's P. (ch.), and afterwards capture the Knight, with the better position.

12. P. takes P.

13. Kt. to K's 4th.

14. Kt. to Kt's 3rd.

15. Kt. to K's 5th.

16. Kt. takes B.

17. B. to R's 3rd.

12. Kt. takes P.

13. B. to K. B's 4th.

14. B. to Kt's 3rd.

15. Kt. to B's 3rd.

16. R's P. takes Kt.

17. R. to K's sq.

Black might have taken the Q's P. with B., but preferred, it would seem, to bring his K's R. into play.

18. Q. to Kt's 3rd.

19. Q. R. to Q's sq.

20. Q. to Q's 3rd.

21. B. to Kt's 2nd.

22. Q. takes Kt.

23. Q. to R's 4th.

24. R. to Q's 3rd.

25. K. R. to Q's sq.

26. R. to K's 3rd.

18. Q. to Q's 2nd.

19. Kt. to Q. R's 4th.

20. Q. R. to Q's sq.

21. Kt. takes B.

22. Q. to Q's 4th.

23. P. to B's 3rd.

24. P. to B's 4th.

25. P. to B's 5th.

26. B. to B's 2nd.

The Bishop now occupies a much more commanding position.

27. Kt. to B's sq.

28. R. takes R.

29. Kt. to K's 3rd.

30. Q. takes B's P.

27. P. to R's 4th.

28. R. takes R.

29. Q. to Q's 3rd.

If 30. P. to Kt's 3rd, Black would have gained a winning position by R. takes Kt., &c.

30. Q. to R's 7th (ch.)

31. Kt. to K's 5th.

The following interesting variation would probably have arisen here if Black had chosen to sacrifice the exchange, e.g.,—

32. P. takes R. (best)

33. K. to K's 2nd.*

34. K. to Q's 3rd (best)

35. K. to B's 2nd.

36. K. takes Kt.

37. Q. takes B.

31. R. takes Kt.

32. Kt. to K's 5th.

33. Q. takes P. (ch.)

34. Kt. to B's 2nd. (ch.)

35. Kt. takes R. (dis. ch.)

36. Q. takes B.

37. Q. to Kt's 8th (ch.), &c.

* This seems best, for if 33. R. to Q's 3rd, Black regains the exchange immediately, with the better game. And if—

33. Q. to B's 2nd.

34. K. to K's 2nd.

35. K. to Q's 3rd (best.)

36. K. to B's 3rd.

37. K. to Q's 2nd (best)¹

38. K. takes Q.

39. K. takes Kt.

33. Q. to R's 8th (ch.)

34. Q. takes P. (ch.)

35. Kt. to B's 7th (ch.)

36. Q. to B's 3rd (ch.)

37. Q. takes Q. (ch.)

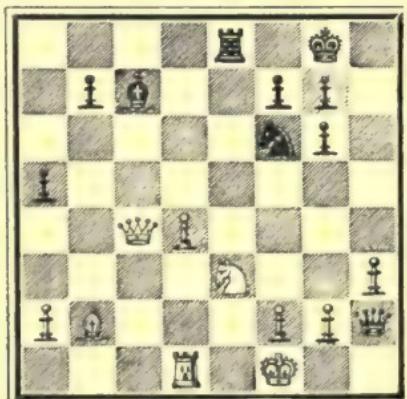
38. Kt. takes R.

39. B. to Q's 3rd.

With a Pawn ahead.

¹ If K. to Kt's 3rd, Black mates in two moves. We give a diagram to facilitate the study of the foregoing instructive variation, from which it will be gleaned, that, after all, the line of play actually adopted by Mr. Morphy was the surer path to victory :—

BLACK.

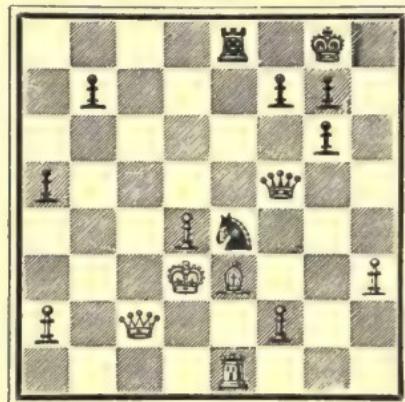


WHITE.

- | | |
|--------------------|-------------------------|
| 32. B. to B's sq. | 32. B. to B's 5th. |
| 33. Q. to B's 2nd. | 33. B. takes Kt. |
| 34. B. takes B. | 34. Q. to R's 8th (ch.) |
| 35. K. to K's 2nd. | 35. Q. takes Kt's P. |
| 36. K. to Q's 3rd. | 36. Q. to B's 6th. |
| 37. R. to K's sq. | 37. Q. to B's 4th. |

The position, again, is one of interest and difficulty, and worthy the student's attention:—

BLACK.



WHITE.

White to move.

- | | |
|--------------------|--------------------------|
| 38. K. to K's 2nd. | 38. Q. to R's 4th (ch.) |
| 39. K. to Q's 3rd. | 39. Q. to Kt's 4th (ch.) |
| 40. Q. to B's 4th. | 40. Kt. takes P. (ch.) |

Black pursues his advantage admirably.

41. B. takes Kt.

If White had not taken the Knight, but played his K. to B's 3rd, Black would have won as follows,—

- | | |
|--------------------|---------------------------|
| 41. K. to B's 3rd. | 41. R. takes B. (ch.) |
| 42. R. takes R. | 42. Kt. to Q's 8th (ch.) |
| 43. K. to Q's 3rd. | 43. Kt. to Kt's 7th (ch.) |

Winning the Queen.

- | | |
|--------------------|-------------------------|
| 42. K. to Q's 2nd. | 41. Q. to B's 4th (ch.) |
| 43. R. to K's 2nd. | 42. Q. takes B. (ch.) |
| 44. Q. takes R. | 43. R. takes R. (ch.) |
| | 44. Q. takes Q. (ch.) |

And wins.

GAME XI.—RUY LOPEZ KNIGHT'S GAME.

Between the same players.

WHITE (Mr. de R.)

BLACK. (Mr. M.)

- | | |
|-----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to Kt's 5th. | 3. P. to Q. R's 3rd. |
| 4. B. to R's 4th. | 4. Kt. to B's 3rd. |
| 5. Kt. to B's 3rd. | |

This is not a good move, as it gives Black the time required for bringing out his K's B. P. to Q. B's 3rd is better.

- | | |
|-------------------|-------------------|
| 6. P. to Q's 3rd. | 5. B. to B's 4th. |
| 7. B. to K's 3rd. | 6. P. to R's 3rd. |
| 8. P. takes B. | 7. B. takes B. |
| 9. Castles. | 8. P. to Q's 3rd. |
| 10. B. takes Kt. | 9. Castles. |
| 11. Q. to K's sq. | 10. P. takes B. |

To enable White to post his K's Kt. at K. R's 4th.

- | | |
|------------------------|---------------------|
| 12. Kt. to K. R's 4th. | 11. B. to K's 3rd. |
| 13. Q. R. to Q's sq. | 12. P. to Kt's 3rd. |
| 14. P. to Q's 4th. | 13. Q. to K's 2nd. |

Kt. to B's 5th would not have been a prudent sacrifice, though it would have led to a strong attack.

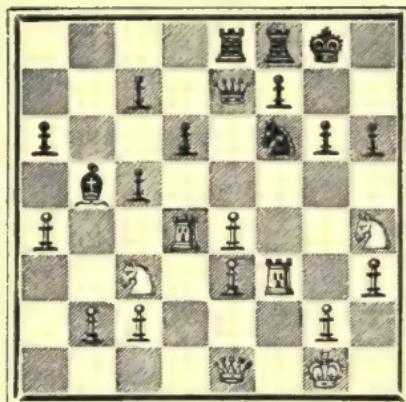
- | | |
|-----------------------|----------------------|
| 15. P. to K. R's 3rd. | 14. Q. R. to K's sq. |
| 16. R. to B's 3rd. | 15. B. to B's 5th. |
| 17. R. takes P. | 16. P. takes P. |

Taking with the Pawn would have cost the Pawn at K's 4th.

- | | |
|--------------------|---------------------|
| 18. P. to R's 4th. | 17. B. to Kt's 4th. |
| | 18. P. to B's 4th. |

We represent this interesting position on a diagram :—

BLACK.



WHITE.

- | | |
|---------------------|----------------------|
| 19. R. to Q's 2nd. | 19. B. to B's 3rd. |
| 20. Kt. to Q's 5th. | 20. B. takes Kt. |
| 21. P. takes B. | 21. Kt. to K's 5th. |
| 22. R. to K's 2nd. | 22. Q. to K's 4th. |
| 23. P. to B's 4th. | 23. R. to Kt's sq. |
| 24. R. to B's 4th. | 24. K. R. to K's sq. |
| 25. Kt. to B's 3rd. | 25. Q. to Kt's 2nd. |
| 26. Kt. to Q's 2nd. | 26. Kt. takes Kt. |
| 27. Q. takes Kt. | 27. R. to Kt's 6th. |
| 28. Q. to R's 5th. | 28. P. to B's 4th. |

R. takes Kt's P. (at once) would have led to nothing better.

- | | |
|------------------------------|-------------------------|
| 29. Q. takes R's P. | 29. R. takes Kt's P |
| 30. R. takes R. | 30. Q. takes R. |
| 31. Q. to B's 6th. | 31. R. takes P. |
| 32. Q. takes P., at B's 2nd. | 32. R. to K's 8th (ch.) |
| 33. K. to R's 2nd. | 33. Q. to K's 4th. |
| 34. Q. to Q's 8th (ch.) | 34. K. to B's 2nd. |
| 35. Q. to Q's 7th (ch.) | 35. K. to B's 3rd. |
| 36. Q. to Q's 8th (ch.) | |

And the game was abandoned as drawn.

Considering the antagonist to whom M. de Rivière was opposed, too much credit cannot be given to him for the able manner in which he conducts this game throughout.

GAME III.—EVANS'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. P. takes P.
9. Kt. to B's 3rd.

BLACK. (Mr. de R.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to B's 4th.
6. P. to Q's 3rd.
7. P. takes P.
8. B. to Kt's 3rd.

A favourite move of Mr. Morphy's, and one which he considers more attacking than any other at this point of the Evans's Opening.

9. Kt. to B's 3rd.
10. P. to K's 5th.
11. P. takes Kt.
12. P. takes P.
13. P. to Q's 4th.
14. P. takes B.

The following line of play would also, it seems, have speedily led to a decisive advantage,—

12. P. to Q's 5th.
13. Q. to K's 2nd (ch.)
14. B. to R's 3rd (ch.)
15. B. to K's 7th.
16. P. takes P.
17. Kt. to R's 4th (best.)
18. K. to B's sq. (best.)
19. K. to Kt's sq.
20. Q. to Q's 2nd (or A.)
21. K. takes P.

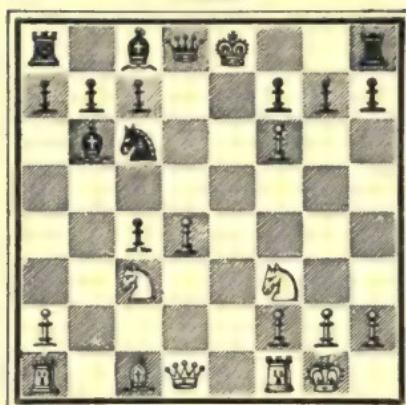
And White mates in three moves.

(A.)

16. P. takes P.
17. Q. to K's 5th (ch.)
18. B. takes P. (ch.)
19. Q. to K's sq.
20. K. takes P.
21. P. to B's 3rd.

And wins at least a Rook. We give a diagram to enable the student to examine these variations:—

BLACK.



WHITE.

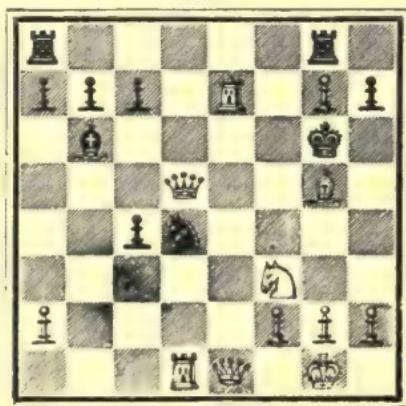
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|----------------------------|----------------------|
| 12. K. R. to Kt's sq. | 13. B. to K's 3rd. |
| 13. R. to K's sq. (ch.) | 14. Q. to B's 3rd. |
| 14. P. to Q's 5th. | 15. Q. takes Q's Kt. |
| 15. B. to Kt's 5th. | 16. Q. to Q's 6th. |
| 16. P. takes B. | 17. K. takes P. |
| 17. P. takes P. (dis. ch.) | 18. K. to Kt's 3rd. |
| 18. R. to K's 7th (ch.) | 19. Q. to Q's 4th. |
| 19. Q. to K's sq. | |
| 20. R. to Q's sq. | |

The most expeditious mode of terminating the game.

20. Kt. to Q's 5th.

Reference to the diagram subjoined, will show that White would have mated in four moves, if Black had played Q. to Q. B's 4th :—

BLACK.



WHITE.

21. R. takes Kt.

Finely played, admitting of the Queen's being brought over to the left wing with immediately decisive effect.

21. B. takes R.

22. Q. to Kt's sq. (ch.)

And wins.

GAME IV.—EVANS'S GAMBIT.

Between the same players.

WHITE. (Mr. M.)

BLACK. (Mr. de R.)

- | | |
|--------------------------|------------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to B's 4th. | 3. B. to B's 4th. |
| 4. P. to Q. Kt's 4th. | 4. B. takes P. |
| 5. P. to B's 3rd. | 5. B. to B's 4th. |
| 6. Castles. | 6. P. to Q's 3rd. |
| 7. P. to Q's 4th. | 7. P. takes P. |
| 8. P. takes P. | 8. B. to Kt's 3rd. |
| 9. P. to Q's 5th. | 9. Q. Kt. to K's 2nd. |
| 10. P. to K's 5th. | 10. P. takes P. |
| 11. Kt. takes P. | 11. Kt. to K. B's 3rd. |
| 12. B. to Kt's 5th (ch.) | 12. P. to B's 3rd. |
| 13. P. takes P. | 13. Castles. |
| 14. B. to R's 3rd. | 14. B. takes P. (ch.) |

Ingenious enough.

- | | |
|-------------------|---------------------|
| 15. K. to R's sq. | 15. Q. to Kt's 3rd. |
|-------------------|---------------------|

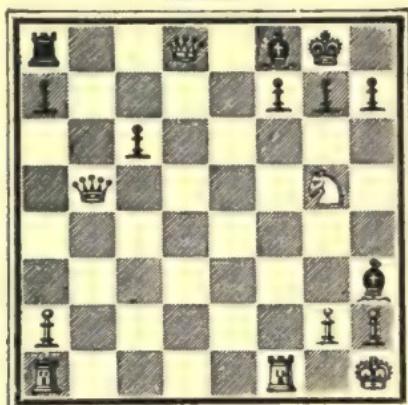
The game now presents a very interesting aspect.

- | | |
|------------------------|-----------------------|
| 16. B. takes Kt. | 16. Q. takes B. |
| 17. Kt. to K. B's 3rd. | 17. Kt. to K's 5th. |
| 18. Q. Kt. to Q's 2nd. | 18. B. to Q. B's 4th. |
| 19. B. takes R. | 19. Kt. takes Kt. |
| 20. Q. takes Kt. | 20. B. takes B. |
| 21. Q. to Q's 8th. | 21. P. takes P. |
| 22. Kt. to Kt's 5th. | |

Q. R. to Kt's sq. and then Kt. to Kt's 5th, would perhaps have stronger play on White's part.

Position of the forces after Black's 22nd move:—

BLACK.



WHITE.

- | | |
|-----------------------|-----------------------|
| .23. Q. to Q's 2nd. | 22. B. to K. R's 6th. |
| 24. P. to Q. R's 4th. | 23. B. to K. B's 4th. |
| 25. Q. to R's 2nd. | 24. Q. to Q's 6th. |
| 26. Kt. takes B's P. | 25. B. to Kt's 3rd. |
| 27. Kt. to K's 5th. | 26. Q. to Q's 4th. |
| 28. K. R. to K's sq. | 27. B. to K's 5th. |
| 29. R. takes Q. | 28. Q. takes Q. |

And wins.

KING'S KNIGHT'S OPENING.

Mr. Morphy and Mr. Rousseau.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.

An unusual move in this opening, and one not to be recommended.

4. P. to Q's 3rd.
5. Castles.

Shutting in the K's B. Black should rather have played B. to Q. B's 4th.

BLACK. (Mr. R.,

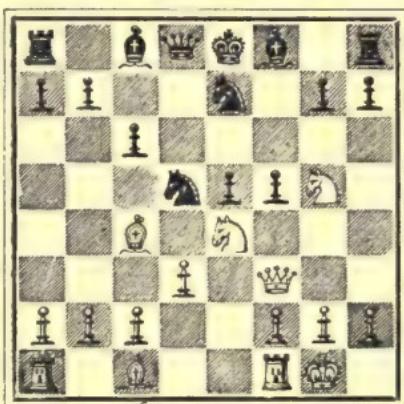
1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. to B's 4th.

4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.

- | | |
|------------------------|-----------------------|
| 6. Kt. to Kt's 5th. | 6. P. to Q's 4th. |
| 7. P. takes P. | 7. Kt. takes P. |
| 8. Kt. to Q. B's 3rd. | 8. Q. Kt. to K's 2nd. |
| 9. Q. to B's 3rd. | 9. P. to Q. B's 3rd. |
| 10. Q. Kt. to K's 4th. | |

Mr. Morphy's sacrifices, as we have observed before, are almost always sound. Here, whether the proffered Kt. is taken or not, White's Pieces are rapidly developed without any risk whatever being incurred :—

BLACK.



WHITE.

10. P. takes Kt.

If P. to K. R's 3rd, the following curious variation would probably have arisen, e.g.,—

- | | |
|--------------------------|------------------------------------|
| 11. Q. to R's 5th (ch.) | 10. P. to K. R's 3rd. |
| 12. B. takes Kt. | 11. P. to K. Kt's 3rd (best)* |
| 13. B. to B's 7th (ch.) | 12. P. takes Q's Kt. (best)† or A. |
| 14. Q. to Kt's 4th (ch.) | 13. K. to Q's 2nd. |
| 15. Q. takes P. | 14. K. to B's 2nd. |
| 16. Q. takes P. (ch.) | 15. P. takes Kt. |

With a fine game.

(A.)

- | | |
|--------------------------|-------------------|
| 13. Kt. to B's 6th (ch.) | 12. Q. takes B. |
| | 13. K. to Q's sq. |

* If 11. K. to Q's 2nd, the Queen is lost in three moves.

† If 12. K. takes B., the Kt's P. is taken with Queen, checking; and it is obvious that taking the Queen or Bishop with Pawn would allow a mate on the move.

- | | |
|------------------------|---------------------------|
| 14. Kt. takes Q. | 14. P. takes Q. |
| 15. Kt. takes Kt. | 15. K. takes Kt. (best.)* |
| 16. Kt. to K. B's 3rd. | 16. K. to B's 3rd (best.) |
| 17. B. to Q's 2nd. | 17. B. to Q's 3rd (best.) |
| 18. K. R. to K's sq. | 18. R. to Q's sq. |
| 19. B. to Q. B's 3rd. | |

With a winning position.

- | | |
|--------------------------|------------------------|
| 11. Q. to B's 7th (ch.) | 11. K. to Q's 2nd. |
| 12. Q. to K's 6th (ch.) | 12. K. to B's 2nd. |
| 13. Q. takes P. (ch.) | 13. Q. to Q's 3rd. |
| 14. Q. takes Q. (ch.) | 14. K. takes Q. |
| 15. Kt. to B's 7th (ch.) | 15. K. to K's 3rd. |
| 16. Kt. takes R. | 16. P. takes P. |
| 17. P. takes P. | 17. K. to B's 3rd. |
| 18. P. to Q. Kt's 4th. | 18. B. to K's 3rd. |
| 19. R. to K's sq. | 19. B. to Kt's sq. |
| 20. B. to Kt's 2nd (ch.) | 20. K. to Kt's 4th. |
| 21. R. to K's 5th (ch.) | 21. K. to R's 3rd. |
| 22. B. to B's sq. (ch.) | 22. P. to K. Kt's 4th. |
| 23. R. takes P. | |

And wins.

GAME I.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Schulten.

- | WHITE. (Mr. M.) | BLACK. (Mr. S.) |
|------------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to K. B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. B. to B's 4th. | 3. B. to B's 4th. |
| 4. P. to Q's Kt's 4th. | 4. B. takes P. |
| 5. P. to B's 3rd. | 5. B. to B's 4th. |
| 6. Castles. | 6. P. to Q's 3rd. |
| 7. P. to Q's 4th. | 7. P. takes P. |
| 8. P. takes P. | 8. B. to Kt's 3rd. |
| 9. Kt. to B's 3rd. | 9. B. to Kt's 5th. |
| 10. B. to Q. Kt's 5th. | |

Recommended by the authorities, as best calculated to maintain the attack. We believe Mr. Frazer's move, however, of Q. to R's 4th, to be

* If P. takes Kt. 16. Kt. to Kt's 6th, &c.

more efficient, as it has all the merits of the text move, with the additional advantage of freeing the K's Kt.

10. B. takes Kt.

Mr. Morphy likes B. to Q's 2nd here; if 10. P. to Q. R's 3rd, White gains an advantage as follows,—

- | | |
|---------------------|---------------------------|
| 11. B. to R's 4th. | 10. P. to Q. R's 3rd. |
| 12. Q. to Q's 5th.* | 11. Q. to B's 3rd (or A.) |
| 13. Kt. takes B. | 12. Q. to Q's sq. (best). |
| 14. P. to Q's 5th. | 13. P. takes Kt. |
| 15. P. takes Kt. | 14. P. to Kt's 4th. |
| 16. P. takes P. | 15. P. takes B. |

With a winning position.

(A.)

- | | |
|------------------------|-----------------------|
| 12. B. takes Kt. (ch.) | 11. B. to Q. R's 4th. |
| 13. Q. to R's 4th. | 12. P. takes B. |
| 14. Q. takes P. (ch.) | 13. K. B. takes Kt. |

Followed by 15. Q. takes B., &c.

11. P. takes B.

11. K. to B's sq.

This was compelled, as it was the only move to save the piece, and was the natural sequence of Black's previous move. Had he played 10. B. to Q's 2nd, as recommended, he would have retained the privilege of Castling, of which he is now deprived.

* 12. P. to Q's 5th would not be so good, e.g.

- | | |
|-------------------------|---------------------|
| 12. P. to Q's 5th. | 12. Q. takes Q's Kt |
| 13. P. takes Kt. | 13. Castles. |
| 14. P. takes P. (ch.) | 14. K. to Kt's sq. |
| 15. Q. to K's 2nd. (A.) | 15. Q. to R's 4th. |
| 16. B. to B's 6th. | 16. B. takes Kt. |
| 17. P. takes B. | 17. Kt. to K's 2nd. |

And, as the advanced Pawn cannot be saved, Black will remain with six Pawns to five, and have the better game.

(A.)

If—

- | | |
|--------------------|------------------------|
| 15. B. to K's 3rd. | 15. Q. to R's 4th, &c. |
|--------------------|------------------------|

If—

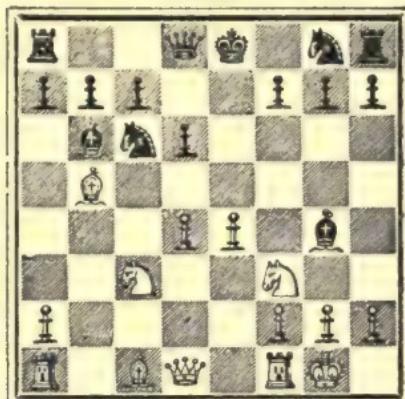
- | | |
|--------------------|-----------------------|
| 15. Q. to Q's 5th. | 15. Kt. to K. B's 3rd |
|--------------------|-----------------------|

And if—

- | | |
|--------------------|----------------------|
| 15. B. to Q's 2nd. | 15. B. takes Kt. |
| 16. B. takes Q. | 16. B. takes Q. |
| 17. B. takes P. | 17. B. takes B., &c. |

Position of the forces after White's 10th move.

BLACK



WHITE.

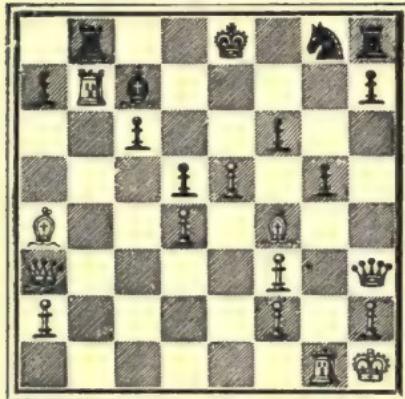
- | | |
|-------------------------|------------------------|
| 12. B. to K's 3rd. | 12. Q. Kt. to K's 2nd. |
| 13. K. to R's sq. | 13. P. to Q. B's 3rd. |
| 14. B. to R's 4th. | 14. P. to Q's 4th. |
| 15. R. to Q. Kt's sq. | 15. R. to Q. Kt's sq. |
| 16. Q. to Q's 3rd. | 16. B. to B's 2nd. |
| 17. R. to K. Kt's sq. | 17. Kt. to Kt's 3rd. |
| 18. P. to K's 5th. | 18. Q. to R's 5th |
| 19. B. to K. Kt's 5th. | 19. Q. to R's 6th. |
| 20. Kt. to K's 2nd. | 20. P. to B's 3rd. |
| 21. Kt. to B's 4th. | 21. Kt. takes Kt. |
| 22. B. takes Kt. | 22. P. to K. Kt's 4th. |
| 23. Q. to R's 3rd (ch.) | 23. K. to K's sq. |

This is Black's best move, for if he play 23. K. to Kt's 2nd, or 23. K. to B's 2nd, White wins a piece by 24. P. takes P. (ch.), or 24. P. to K's 6th (ch.), and if Black interpose the Kt., White wins easily by 24. P. takes P., &c.

24. R. takes Q. Kt's P.

The prelude to a splendid combination, equally subtle and sound :—

BLACK.



WHITE.

24. R. takes R.

25. B. takes P. (ch.)

This, with all the subsequent moves, is beautifully played.

25. K. to B's 2nd.

26. B. takes P. (ch.)

26. K. to Kt's 3rd.

K. to Kt's 2nd would have been fatal, on account of P. takes P. (ch.) &c.

27. Q. to B's 8th.

When we reflect that the whole of this must have been foreseen by Mr. Morphy on his 23rd move, we cannot give him too much credit for his ingenuity and foresight. He now threatens mate in four moves, and, singularly enough, in two different ways, e.g.,

28. R. takes P. (ch.)

28. P. takes R.

29. B. to B's 7th (ch.)

29. K. to B's 4th.

30. B. to R's 4th (ch.)

30. K. to K's 3rd

31. Q. to B's 7th (mate.)

(Secondly.)

28. Q. takes P. (ch.)

28. Kt. takes Q.

29. R. takes P. (ch.)

29. K. to R's 3rd.

30. R. to Kt's 4th (dis. ch.)

30. K. to R's 4th.

31. B. to B's 7th (mate.)

27. Q. to Q's 2nd.

28. B. takes R.

28. B. to Q's sq.

29. P. takes P.

29. B. takes P.

30. B. to K's 4th (ch.)

30. K. to R's 4th.

31. B. to K's 3rd.

31. P. to K. R's 3rd.

32. R. to Kt's 3rd.

32. B. to Kt's 2nd.

33. Q. to B's 7th (ch.), and wins.

GAME II.—KING'S GAMBIT REFUSED.

Between the same players.

WHITE. (Mr. S.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. P. takes Q's P.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to K's 5th.

Credit must be given to Mr. Falkbeer for the first analysis of this move. See Berlin "Schachzeitung," p. 193.

4. Kt. to Q. B's 3rd.

In Heydebrandt's valuable treatise we find, instead of this move, the following given as the continuation at this point,—

4. P. to Q's 3rd.
5. Kt. to Q. B's 3rd.
6. Q. to Q's 2nd.*
7. P. takes P.
8. Q. takes B.
9. K. to B's 2nd.
10. B. to Q's 3rd.
11. Q. takes Q.
12. Kt. to B's 3rd. Even game.

4. Q. takes P.
5. B. to Q. Kt's 5th.
6. Q. to K's 3rd.
7. B. takes Kt.
8. Q. takes P. (ch.)
9. Kt. to K. B's 3rd.
10. Q. to B's 3rd.
11. Kt. takes Q.

4. Kt. to K. B's 3rd.
5. P. to Q's 3rd.
6. B. to Q's 2nd.
7. Kt. to K. B's 3rd.
8. B. to Q. Kt's 5th.
9. P. to K's 6th.

To such players as are not far advanced in the knowledge of the game, this move will no doubt seem very useless, but it evinces great foresight on Mr. Morphy's part. By it time is gained, and the adversary's King exposed to an attack from the Rook on the subsequent move.

7. B. takes P.
8. B. to Q's 2nd.
9. P. takes B.
10. B. to K's 2nd.
11. P. to B's 4th.
12. P. takes P.
13. K. to B's sq.
7. Castles.
8. B. takes Kt.
9. R. to K's sq. (ch.)
10. B. to Kt's 5th.
11. P. to B's 3rd.
12. Kt. takes P.
13. R. takes B.

We have had frequent occasion in the course of this work to call

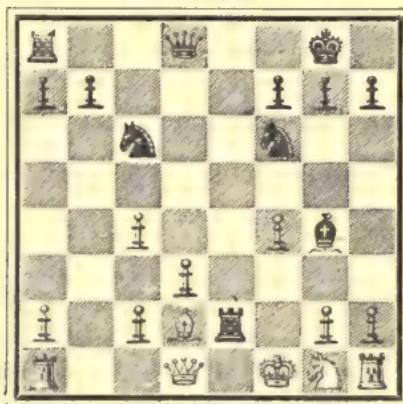
* If—

6. B. to Q's 2nd.
7. B. takes B.
8. P. takes P.
9. Q. to K's 2nd.
6. B. takes Kt.
7. P. to K's B's 3rd.
8. Q. takes P. (ch.)

And the game would be even, as it is in the main variation.

the student's attention to the remarkable manner in which Mr. Morphy, at the very first opportunity, steps in and finishes off the game; and this not when his opponent has committed an evident blunder, but when, as in this case, he has merely made an inferior move. We refer to the diagram :—

BLACK.



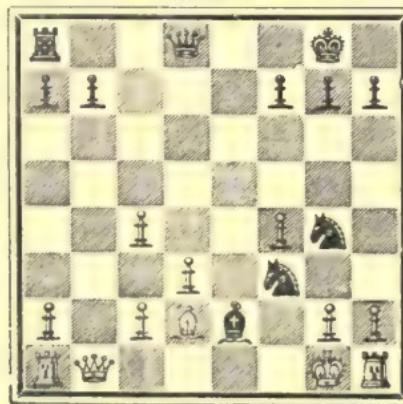
WHITE.

- 14. Kt. takes R.
- 15. Q. to Kt's sq.
- 16. K. to B's 2nd.
- 17. K. to Kt's sq.

- 14. Kt. to Q's 5th.
- 15. B. takes Kt. (ch.)
- 16. Kt. to Kt's 5th (ch.)
- 17. Kt. to B's 6th (ch.)

This end game very forcibly displays the ingenuity and accuracy of the young American's strategy; and we again add a representation of the position :—

BLACK.



WHITE.

- | | |
|---------------------|---------------------------|
| 18. P. takes Kt. | 18. Q. to Q's 5th (ch.) |
| 19. K. to Kt's 2nd. | 19. Q. to B's 7th (ch.) |
| 20. K. to R's 3rd. | 20. Q. takes B's P. (ch.) |
| 21. K. to R's 4th. | |

And Black mated in three moves.

GAME III.—BISHOP'S GAMBIT.

Between the same players.

WHITE. (Mr. S.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to B's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. P. takes P.
3. Kt. to K. B's 3rd.

This defence has been named after Mr. Lichtenhein, of New York, the first player who adopted it. The German "Handbuch," at this point, notices six other modes of play.

- | | |
|------------------------|------------------------|
| 4. Kt. to Q. B's 3rd. | 4. B. to Kt's 5th. |
| 5. P. to K's 5th. | 5. P. to Q's 4th. |
| 6. P. takes Kt. | 6. P. takes B. |
| 7. P. takes P. | 7. R. to Kt's sq. |
| 8. Q. to K's 2nd (ch.) | 8. B. to K's 3rd. |
| 9. P. to Q. R's 3rd. | 9. B. to Q. B's 4th. |
| 10. Kt. to B's 3rd. | 10. Kt. to B's 3rd. |
| 11. Kt. to K's 4th, | 11. Kt. to Q's 5th. |
| 12. Kt. takes Kt. | 12. B. takes Kt. |
| 13. P. to B's 3rd. | 13. Q. to R's 5th (ch) |
| 14. K. to B's sq. | |

White might have moved K. to Q's sq., for no danger would have resulted from Black's playing B. to Kt's 5th, on account of the reply of Kt. to B's 6th (double check), &c.

14. B. to Kt's 3rd.

15. P. to Q's 4th.

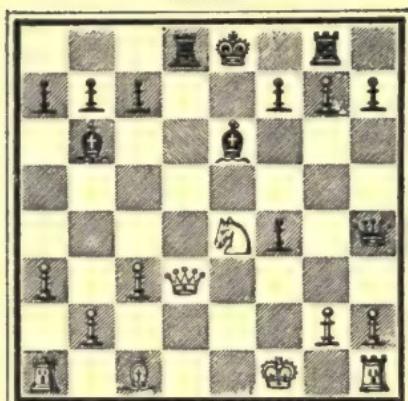
A bad move, but there was no other means of bringing the Q's B. into action.

16. Q. takes P.

15. P. takes P. (*en passant*).
16. R. to Q's sq.

Winning the Queen. A diagram is given of the situation, which is sufficiently interesting:—

BLACK.



WHITE.

17. Q. to K's 2nd.

17. R. to Q's 8th (ch.)
And wins.

For if Q. takes R., B. to B's 5th (ch.), wins the Queen.

GAME IV.—KING'S BISHOP'S GAMBIT.

Between the same players.

WHITE. (Mr. S.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. B. to B's 4th.
4. P. takes P.

Heydebrandt recommends B. to Q's 3rd. Another move apparently good, viz., Q. to R's 5th, is not so in reality, *e.g.*,

5. K. to B's sq.
6. B. to Kt's 5th (ch.)
7. Kt. takes P.

With the better game.

5. Kt. to Q. B's 3rd.
6. P. to Q. 4th.
7. K. Kt. to K's 2nd.

A weak move; Kt. to B's 3rd is the correct play.

5. B. to Q's 3rd.
6. Castles.
7. P. to B's 6th.

Taking immediate advantage of his opponent's error.

BLACK. (Mr. M.)

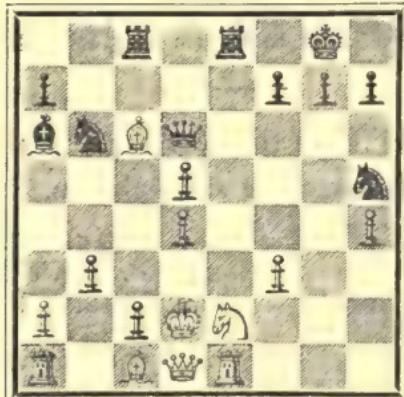
1. P. to K's 4th.
2. P. takes P.
3. P. to Q's 4th.
4. Kt. to K. B's 3rd.

4. Q. to R's 5th.
5. P. to B's 6th.
6. P. to B's 3rd.

- | | |
|----------------------|--------------------------|
| 8. P. takes P. | 8. Kt. to R's 4th. |
| 9. P. to K. R's 4th. | 9. R. to K's sq. |
| 10. Kt. to K's 4th. | 10. B. to Kt's 6th (ch.) |
| 11. K. to Q's 2nd. | 11. B. to Q's 3rd. |
| 12. K. to B's 3rd. | 12. P. to Q. Kt's 4th. |
| 13. B. takes P. | 13. P. to Q. B's 3rd. |
| 14. Kt. takes B. | 14. Q. takes Kt. |
| 15. B. to R's 4th. | 15. B. to R's 3rd. |
| 16. R. to K's sq. | 16. Kt. to Q's 2nd. |
| 17. P. to Kt's 3rd. | 17. Kt. to Kt's 3rd. |
| 18. B. takes P. | 18. Q. R. to B's sq. |
| 19. K. to Q's 2nd. | |

The forces have now assumed the position represented in the diagram, and from this point Mr. Morphy continues the game with much ingenuity :—

BLACK.



WHITE.

19. R. takes B.

An admirable link in the chain of combination.

- | | |
|---------------------|--------------------------|
| 20. P. takes R. | 20. B. takes Kt. |
| 21. R. takes B. | 21. Q. takes P. (ch.) |
| 22. K. to K's sq. | 22. Q. to Kt's 8th (ch.) |
| 23. K. to Q's 2nd. | 23. R. to Q's sq. (ch.) |
| 24. K. to B's 3rd. | 24. Q. to B's 4th (ch.) |
| 25. K. to Kt's 2nd. | 25. Kt. to R's 5th (ch.) |

And wins.

EVANS'S GAMBIT.

THE TWO FOLLOWING GAMES were played some time ago, on even terms, between Mr. Morphy and Mr. Thompson.

WHITE. (Mr. T.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. P. to Q's 4th.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.

Castling was formerly considered to be the better mode of continuing the attack; and to the effect of playing the P. to Q's 4th before, instead of after, this move, our attention was first called by Mr. Stanley, in his American magazine, some ten years ago. He there observes, "We have always upheld this move (*i.e.*, P. to Q's 4th) as being far preferable to that of Castling, as in the latter case Black may bring out his Knight to K. B's 3rd." Anderssen, also, in the Berlin "Schachzeitung" for 1851, gave a most able analysis of this move, and very clearly demonstrated its superiority over the move previously in vogue.

6. P. takes P.

7. Q. to Kt's 3rd.

Q. to K's 2nd is sometimes played here.

8. P. to Q's 3rd.

9. P. to K's 5th.

9. P. takes K's P.

10. P. takes P.

R. to K's sq. is also a good move at this point.

10. P. takes P.

11. Q. Kt. to Q's 2nd.

11. K. Kt. to K's 2nd.

12. B. to Kt's 2nd.

12. Castles.

13. Kt. to K's 4th.

13. Q. to Kt's 3rd.

14. B. to Q's 3rd.

14. B. to K. B's 4th.

15. Kt. to R's 4th.

15. Q. to R's 4th.

16. Kt. takes B.

16. Kt. takes Kt.

17. P. to B's 4th.

17. K. R. to K's sq.

18. R. to B's 3rd.

18. Kt. to Q. Kt's 5th.

19. Kt. to Kt's 5th.

19. Kt. takes B.

20. Q. takes Kt.

20. Q. to Kt's 3rd.

21. R. to R's 3rd.

21. R. to K's 6th.

22. Q. to Q. Kt's 5th.

22. R. takes R.

23. Q. takes P.

Played probably with the view of defending the K. Kt's P.

23. R. to K's sq.

Black has now a splendid game, almost certain to give him the victory.

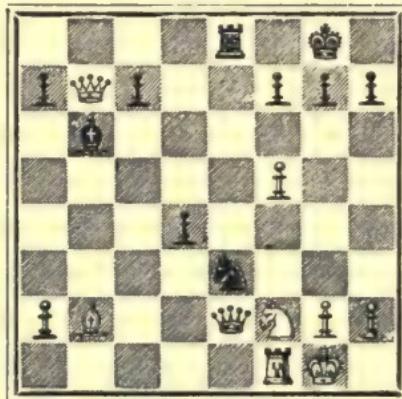
24. Kt. takes R.
25. R. to K. B's sq.
26. P. to B's 5th.
27. Kt. to B's 2nd.
28. R. to Q. Kt's sq.

24. B. to Kt's 3rd.
25. Kt. to K's 6th.
26. Q. to Kt's 5th.
27. Q. to K's 7th.
28. Kt. to Q's 8th.

And wins.

The termination of this game is very pretty, and it is solely on that account that we have included it in our selection, as it otherwise presents few points of interest:—

BLACK.



WHITE.

EVANS'S GAMBIT.

Between the same players.

WHITE. (Mr. T.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3rd.
6. P. to Q's 4th.
7. Q. to Kt's 3rd.

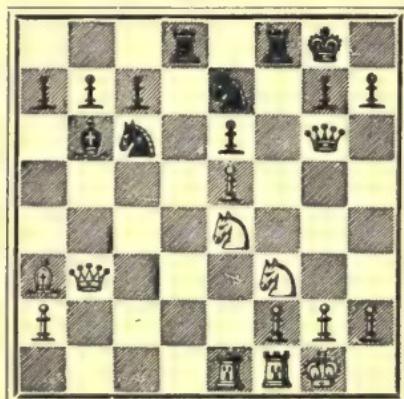
BLACK. (Mr. M.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to R's 4th.
6. P. takes P.
7. Q. to B's 3rd.

- | | |
|------------------------|------------------------|
| 8. Castles. | 8. P. to Q's 3rd. |
| 9. P. takes P. | 9. B. to Kt's 3rd. |
| 10. P. to K's 5th. | 10. P. takes P. |
| 11. P. takes P. | 11. Q. to Kt's 3rd. |
| 12. B. to R's 3rd. | 12. B. to K's 3rd. |
| 13. Q. Kt. to Q's 2nd. | 13. K. Kt. to K's 2nd. |
| 14. B. takes B. | 14. P. takes B. |
| 15. Q. R. to K's sq. | 15. Castles (K. R.) |
| 16. Kt. to K's 4th. | 16. Q. R. to Q's sq. |

A deep-laid scheme, which, resulting as was anticipated, gave Black a great advantage in position:—

BLACK.



WHITE.

- | | |
|----------------------------|---|
| 17. Q. Kt. to K. Kt's 5th. | 17. R. takes Kt.
Finely played. |
| 18. Kt. takes R. | 18. R. to Q's 6th. |
| 19. Q. to Q. Kt's 2nd. | 19. R. takes Kt. |
| 20. K. to R's sq. | 20. B. to Q's 5th. |
| 21. Q. to B's sq. | 21. R. to Q. B's 6th. |
| 22. Q. to Kt's 2nd. | 22. R. to K. Kt's 6th. |
| 23. Q. to B's sq. | 23. R. takes P. |
| 24. Q. to K. B's 4th. | 24. Kt. to K. B's 4th. |
| 25. Q. to K. B's 3rd. | 25. R. takes P. (ch.)
Black prosecutes his attack very spiritedly. |
| 26. K. takes R. | 26. B. takes P. (ch.) |
| 27. R. takes B. | 27. Kt. takes R. |
| 28. Q. to R's 3rd. | 28. Kt. to R's 5th. |

29. P. to B's 3rd.
 30. K. to R's sq.
 31. B. to B's sq.
 32. B. to B's 4th.
 33. B. takes P.
 34. K. to Kt's sq.

29. Q. to B's 7th (ch.)
 30. Kt. to K. B's 4th.
 31. Q. to K's 7th.
 32. Kt. to Q's 6th.
 33. P. to K's 4th.

Taking the Knight would have been bad play.

35. Q. to R's 2nd.
 36. B. to Q. Kt's 8th.

34. Kt. to B's 5th.
 35. Q. to B's 5th.

Any other move, and the Bishop must have been lost.

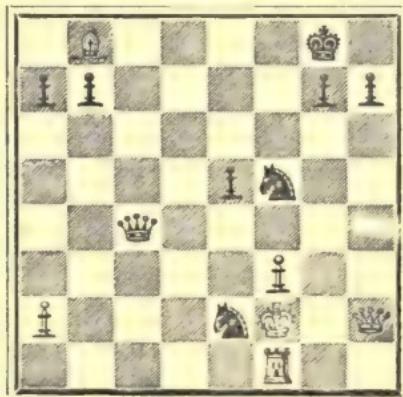
37. K. to B's 2nd.
 38. K. to K's sq.

36. Kt. to K's 7th (ch.)
 37. Q. to Q's 5th (ch.)
 38. K. Kt. to Kt's 6th.

Black's Knights are worked with admirable skill, and prove the strength of these pieces when effectively handled :—

Position of the forces after White's 37th move.

BLACK.



WHITE.

39. Q. to R's 3rd.
 40. K. to B's 2nd.
 41. P. takes Kt.

He has no other move, for if K. to Kt's 2nd he equally loses the Queen.

42. K. takes Kt.

39. Q. to B's 6th (ch.)
 40. Kt. to K's 5th (ch.)

41. Q. takes Q.

42. Q. to K. Kt's 7th (ch.)

And wins.

BOOK VI.

GAMES AT ODDS.

THE following Games, in which Mr. Morphy gave the odds specified, were played by him in America, France, and England, against various players.

✓ GAME I.—TWO BISHOPS' OPENING.

Between Mr. Morphy and an amateur.

[Remove White's Q's R.]

WHITE. (Mr. M.)

BLACK. (Mr. —.)

- | | |
|-------------------|-------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. B. to B's 4th. | 2. B. to B's 4th. |
| 3. P. to Q's 4th. | 3. P. takes P. |

The correct move is B. takes P., and the game is then usually continued as follows,--

- | | |
|-----------------------|--------------------|
| 4. Kt. to K. B's 3rd. | 3. B. takes P. |
| 5. Kt. takes B. | 4. Q. to B's 3rd. |
| 6. Castles. | 5. P. takes Kt. |
| 7. P. to K. B's 4th. | 6. Kt. to B's 3rd. |
| 8. B. to Kt's 5th. | 7. P. to Q's 3rd. |

- | | |
|-----------------------|-------------------|
| 4. P. to Q. Kt's 4th. | 8. B. to Q's 2nd. |
|-----------------------|-------------------|

With a good game.

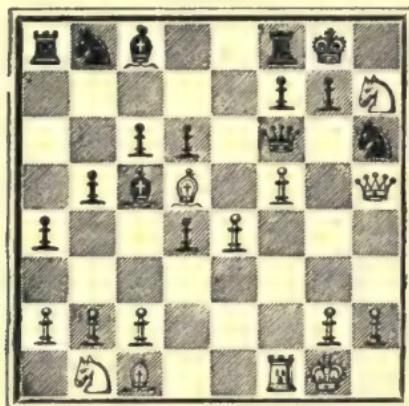
- | | |
|-----------------------|-----------------------|
| 4. Kt. to K. B's 3rd. | 4. P. to Q. Kt's 4th. |
| 5. B. to Kt's 3rd. | 5. P. to Q's 3rd. |
| 6. Kt. to Kt's 5th. | 6. Kt. to K. R's 3rd. |
| 7. Castles. | 7. Castles. |
| 8. P. to K. B's 4th. | 8. P. to R's 4th. |

9. P. to B's 5th.
 10. Q. to R's 5th.
 11. B. to Q's 5th.
 12. Kt. takes R's P.

9. Q. to B's 3rd
 10. P. to R's 5th.
 11. P. to B's 3rd.

From this point a capital series of moves is played by Mr. Morphy.

BLACK.



WHITE.

13. B. to Kt's 5th.
 14. Kt. to Q's 2nd.
 15. Kt. to B's 3rd.

12. K. takes Kt.
 13. Q. to K's 4th.
 14. P. takes B.

All this deserves the student's best attention.

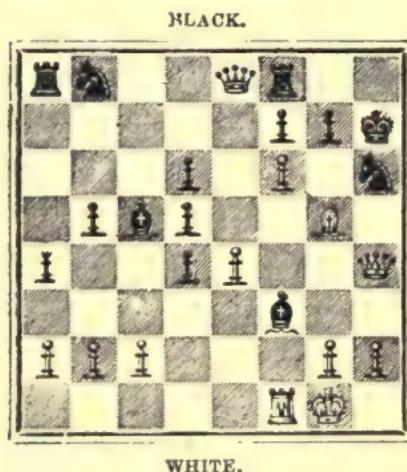
15. Q. to K's sq.

If the Queen had taken the K's P., White would have had a forcible reply in B. takes Kt. &c.

16. P. to B's 6th.
 17. Q. to R's 4th.

16. B. to K. Kt's 5th.
 17. B. takes Kt.

Position of the forces after Black's 17th move:—



WHITE.

- | | |
|----------------------------|------------------------------|
| 18. P. takes Kt's P. | 18. P. to Q's 6th (dis. ch.) |
| 19. K. to R's sq. | 19. B. takes P. (ch.) |
| 20. K. takes B. | 20. K. takes P. |
| 21. B. takes Kt. (ch.) | 21. K. to R's 2nd. |
| 22. B. takes R. (dis. ch.) | 22. K. to Kt's sq. |
| 23. B. to K's 7th. | |

The utmost accuracy pervades the whole of White's combination, which is of a very high order.

- | | |
|--------------------------|---------------------|
| 24. Q. to Kt's 5th (ch.) | 23. Kt. to B's 3rd. |
| 25. R. to B's 4th. | 24. K. to R's 2nd. |

And wins.

GAME II.—TWO KNIGHTS' OPENING.

Between the same players.

[Remove White's Q's R.]

WHITE. (Mr M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to B's 4th.
4. Kt. to Kt's 5th

BLACK. (Mr. —)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. Kt. to B's 3rd.
4. P. to Q's 4th.

2 D 2

5. P. takes P.
 6. Kt. takes B's P.
 7. Q. to B's 3rd (ch.)
 8. Kt. to B's 3rd.

5. Kt. takes P.
 6. K. takes Kt.
 7. K. to K's 3rd.
 8. Kt. to Q's 5th.

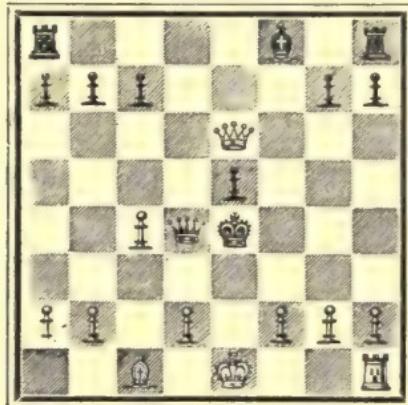
The move generally selected here is Kt. to K's 2nd.

9. B. takes Kt. (ch.)
 10. Q. to B's 7th.
 11. B. takes B.
 12. Kt. to K's 4th (ch.)
 13. P. to B's 4th (ch.)
 14. Q. takes Kt.
 15. Q. to Kt's 4th (ch.)

9. K. to Q's 3rd.
 10. B. to K's 3rd.
 11. Kt. takes B.
 12. K. to Q's 4th.
 13. K. takes Kt.
 14. Q. to Q's 5th.

Forcing the game in a very few moves. The position is interesting, and we therefore give a diagram of it previously to this move being made.

BLACK.



WHITE

15. K. to Q's 6th.
 16. Q. to K's 2nd (ch.)
 17. P. to Q's 3rd (dis. ch.)
16. K. to B's 7th.
 17. K. takes B.

K. to Kt's 8th would have somewhat prolonged the game, but nothing could have saved it.

18. Castles.

And White checkmates.

GAME I.—MUZIO GAMBIT.

Mr. Morphy and an amateur.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to B's 3rd.
4. B. to B's 4th.
5. Castles.

BLACK. (Mr. —.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.

There are at this juncture three moves which may be advantageously adopted by the attacking player, viz.: Kt. to Q. B's 3rd, invented and favoured by McDonnell; P. to Q's 4th, analysed by Ghulam Kassim; and Castles, the move in the text, constituting the original Muzio Gambit;—of the three, we prefer Castling, and Walker expresses the same opinion in his "Art of Chess Play," as does also Heydebrand. The best works of reference for the student in this interesting opening are Lewis, p. 348; Staunton's "Handbook," p. 280; Walker; Von der Lasa, pp. 364-376; and Jaenisch, p. 222. Messrs. Kling and Horwitz, in their admirable "Treatise on End Games," added an analysis of this gambit and suggested a novel defence against the attack, which they considered satisfactory, but Heydebrand has since proved (in the Berlin "Schachzeitung" for 1851, pp. 221-224) that the analysis was incorrect, and the attack, therefore, must still be considered sound.

5. P. takes Kt.

6. Q. takes P.

The best move according to the Handbooks (German and English).

6. Q. to B's 3rd.

This has been pronounced the best move.

7. P. to K's 5th.

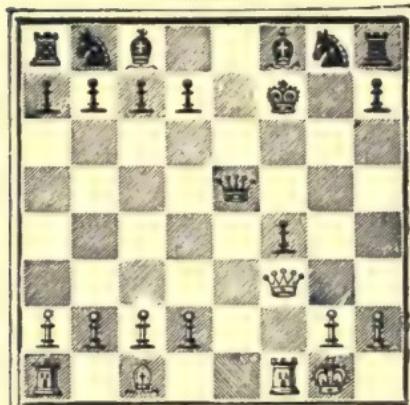
8. B. takes P. (ch.)

A novelty; and an ingenious deviation from the ordinary line of play, which all the authors have recommended, viz.: 8. P. to Q's 3rd. The move made leads to positions of a most interesting nature.

8. K. takes B.

K. to Q's sq. would have been better, but even then White would have had a fine attacking game.

BLACK.



WHITE.

9. P. to Q's 4th.
10. B. to K's 3rd.

With a strong offensive position.

9. Q. takes P. (ch.)

Taking the Kt's P. with Queen would have been very ill-advised, because White would have checked with the Q. at Q's 5th, and then played his B. to Q's 4th, &c.

11. Q. to R's 5th (ch.)

11. Q. to K. Kt's 3rd.

There is nothing better on the board, for if the King go to K's 2nd or Kt's 2nd, White captures P. with R., and wins with ease.

12. R. takes P. (ch.)

Pursuing the game with his usual dash and spirit.

13. R. takes Kt. (ch.)
14. B. to Q's 4th (ch.)
15. R. to K's sq. (ch.)
16. Q. to Q's 5th (ch.)
17. Q. to B's 3rd (ch.)
18. Q. to R's 5th (ch.)
19. R. takes Q.
20. B. takes R.

12. Kt. to K. B's 3rd.
13. K. takes R.
14. K. to K's 2nd.
15. K. to B's 2nd.
16. Q. to K's 3rd.
17. K. to K's sq.
18. K. to Q's sq.
19. P. takes R.

And White eventually won the game.

✓ GAME II.—MUZIO GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to B's 3rd.
4. B. to B's 4th.
5. P. to Q's 4th.

BLACK. (Mr. —.)

1. P. to K's 4th.
2. P. takes P.
3. P. to K. Kt's 4th.
4. P. to Kt's 5th.

Almost as strong as Castling. Some clever and interesting variations on this move were published by Cochrane and Ghulam Kassim. (Madras, 1829.)

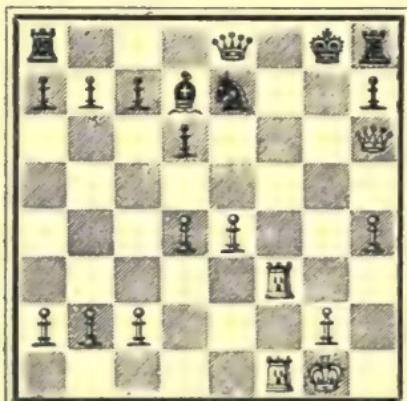
5. P. takes Kt.

Lewis recommends P. to Q's 4th, for which see "Chess Player's Chronicle," vol. i., p. 33.

6. Castles.

The German Handbuch gives Q. takes P. Position of the pieces after White's 17th move:—

BLACK.



WHITE.

- | | |
|------------------------|-----------------------|
| 7. Q. takes P. | 6. B. to R's 3rd. |
| 8. B. takes P. (ch.) | 7. Kt. to Q. B's 3rd. |
| 9. Q. to R's 5th (ch.) | 8. K. takes B. |
| 10. B. takes P. | 9. K. to Kt's 2nd. |
| | 10. B. takes B. |

- | | |
|-------------------------|------------------------|
| 11. R. takes B. | 11. Kt. to R's 3rd. |
| 12. Q. R. to K. B's sq. | 12. Q. to K's sq. |
| 13. Q. to R's 4th. | 13. P. to Q's 3rd. |
| 14. Q. to B's 6th (ch.) | 14. K. to Kt's sq. |
| 15. Q. takes Kt. | 15. B. to Q's 2nd. |
| 16. K. R. to B's 3rd. | 16. Kt. to K's 2nd. |
| 17. P. to K. R's 4th. | 17. Kt. to Kt's 3rd. |
| 18. P. to R's 5th. | 18. B. to K. Kt's 5th. |
| 19. P. takes Kt. | 19. P. takes P. |

And Mr. Morphy announced mate in three moves.

GAME III.—SCOTCH GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

- | WHITE. (Mr. M.) | BLACK. (Mr. —.) |
|----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 4th. |
| 2. Kt. to B's 3rd. | 2. Kt. to Q. B's 3rd. |
| 3. P. to Q's 4th. | 3. Kt. takes P. |
| 4. Kt. takes P. | 4. Kt. to K's 3rd. |
| 5. B. to Q. B's 4th. | 5. Kt. to B's 3rd. |
| 6. Kt. takes B's P. | |

This move leads to an animated game, and, in the circumstances, was a fair risk.

- | | |
|-----------------------|-----------------|
| 7. B. takes Kt. (ch.) | 6. K. takes Kt. |
| | 7. K. takes B. |

The proper reply would have been P. takes B.: the text move exposes Black to a strong attack.

- | | |
|--------------------------|--------------------|
| 8. P. to K's 5th. | 8. B. to B's 4th. |
| 9. Castles. | 9. Kt. to Q's 4th. |
| 10. Q. to Kt's 4th (ch.) | |

White has now a well developed game, with every piece ready for instant action.

- | | |
|----------------------|--------------------|
| 11. B. to Kt's 5th. | 10. K. takes P. |
| 12. Q. R. to Q's sq. | 11. Q. to B's sq. |
| 13. Q. to K's 4th. | 12. K. to Q's 3rd. |
| | 13. Q. to B's 2nd. |

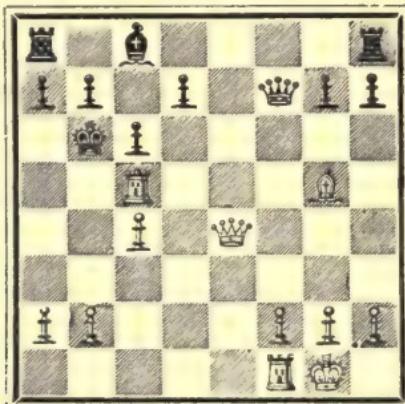
P. to B's 3rd would at least have lost the Queen.

14. P. to Q. B's 4th.
 15. R. takes Kt.
 16. R. takes B.

14. K. to B's 3rd.
 15. K. to Kt's 3rd.
 16. P. to B's 3rd.

K. takes R. would have been equally fatal, as a glance at the position will shew :—

BLACK.



WHITE.

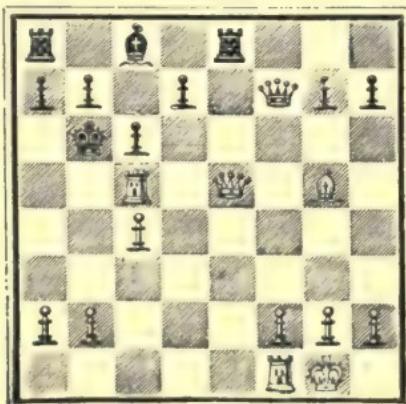
17. Q. to K's 5th.

17. R. to K's sq.

And White mates in four moves.

Position of the forces at the time when Mr. Morphy announced the mate :—

BLACK.



WHITE.

GAME IV.—EVANS'S GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

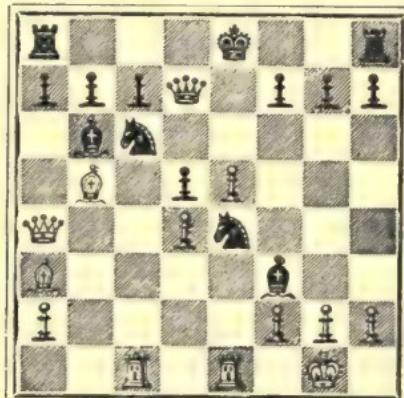
1. P. to K's 4th.
2. Kt. to B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.
8. P. takes P.
9. B. to R's 3rd.
10. P. to K's 5th.
11. R. to K's sq.
12. B. to Kt's 5th.
13. R. to Q. B's sq.
14. Q. to R's 4th.

BLACK. (Mr. B.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to B's 4th.
6. Kt. to B's 3rd.
7. P. takes P.
8. B. to Kt's 3rd.
9. P. to Q's 3rd.
10. Kt. to K's 5th.
11. P. to Q's 4th.
12. B. to Kt's 5th.
13. Q. to Q's 2nd.
14. B. takes Kt.

Position of the pieces after Black's 14th move :—

BLACK.



WHITE.

15. Q's R. takes Kt.

15. Castles (Q. R.)

16. P. to K's 6th.

The best mode of concluding the *partie*, preventing Black from playing Q. to Kt's 5th, &c.

16. P. takes P.

17. R. takes B., and wins.

GAME V.—PETROFF'S DEFENCE.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to B's 3rd.
3. P. to Q's 4th.
4. P. to K's 5th.
5. B. to K's 2nd.
6. Castles.
7. P. takes P., (*en passant*.)
8. R. to K's sq.
9. B. to K. Kt's 5th.

BLACK. (Mr. —.)

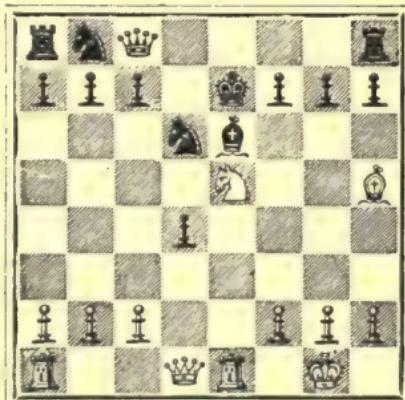
1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. takes P.
4. Q. to K's 2nd.
5. Kt. to K's 5th.
6. P. to Q's 4th.
7. Kt. takes P.
8. B. to K's 3rd.
9. Q. to Q's 2nd.

If Black had interposed the B's P., White would have taken Pawn with Knight, and gained an advantage.

10. Kt. to K's 5th.
11. B. to R's 5th.
12. B. takes B.
10. Q. to B's sq.
11. B. to K's 2nd.
12. K. takes B.

Position of the pieces after Black's 12th move:—

BLACK.



WHITE.

13. Kt. takes P.
14. B. to Kt's 4th.
15. Q. takes P.
16. R. takes B. (ch.)
13. Kt. takes Kt.
14. Kt. to Q's sq.
15. R. to Kt's sq.

Played in admirable style.

- | | |
|----------------------------|---------------------|
| 16. Kt. takes R. | 17. Kt. to B's 3rd. |
| 17. R. to K's sq. | 18. K. to B's 3rd. |
| 18. Q. to B's 5th (ch.) | 19. K. to K's 2nd. |
| 19. Q. to K. B's 5th (ch.) | |
| 20. R. takes Kt. (ch.) | |

And wins.

GAME VI.—EVANS'S GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)	BLACK. (Mr. —.)
1. P. to K's 4th.	1. P. to K's 4th.
2. Kt. to B's 3rd.	2. Kt. to Q. B's 3rd.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to Q. Kt's 4th.	4. B. takes P.
5. P. to B's 3rd.	5. B. to B's 4th.
6. Castles.	6. P. to Q's 3rd.
7. P. to Q's 4th.	7. P. takes P.
8. P. takes P.	8. B. to Kt's 3rd.
9. B. to Kt's 2nd.	9. B. to K. Kt's 5th.
10. B. to Kt's 5th.	10. B. to Q's 2nd.

The best move, undoubtedly.

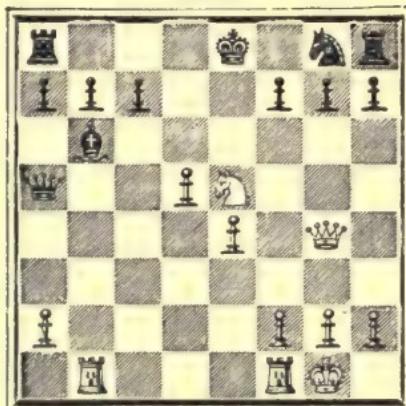
11. P. to Q's 5th.	11. Kt. to K's 4th
12. B. takes B. (ch.)	12. Q. takes B.
13. B. takes Kt.	13. P. takes B.
14. Kt. takes P.	14. Q. to Kt's 4th.

Weak, placing the Queen out of play, besides exposing her to attack.

15. R. to Kt's sq.	15. Q. to R's 4th.
16. Q. to Kt's 4th.	

This excellent move leads to a speedy victory :—

BLACK.



WHITE.

- | | |
|-------------------------|-----------------------|
| 17. Q. to Q's 7th (ch.) | 16. Kt. to K's 2nd. |
| 18. R. to Kt's 3rd. | 17. K. to B's sq. |
| 19. Kt. to B's 3rd. | 18. B. to Q's 5th. |
| 20. R. to Q. B's sq. | 19. B. to B's 4th. |
| 21. P. to Q's 6th. | 20. P. to Q. B's 3rd. |
| | 21. B. takes P. |

There was little choice, for if Kt. to Kt's 3rd, White would certainly have played 22. R. takes Kt's P.

- | | |
|----------------------|------------------------|
| 22. Q. takes B. | 22. R. to Q's sq. |
| 23. Q. to Kt's 3rd. | 23. P. to Q. Kt's 3rd. |
| 24. Q. to B's 7th. | 24. R. to B's sq. |
| 25. R. to Q's 3rd. | 25. R. to K's sq.. |
| 26. R. to Q's 8th. | 26. Q. to R's 3rd. |
| 27. K. R. to Q's sq. | |

And wins.

GAME VII.—KING'S KNIGHTS' GAMBIT.

Mr. Morphy and Mr. Julien.

[Remove White's Q's Kt.]

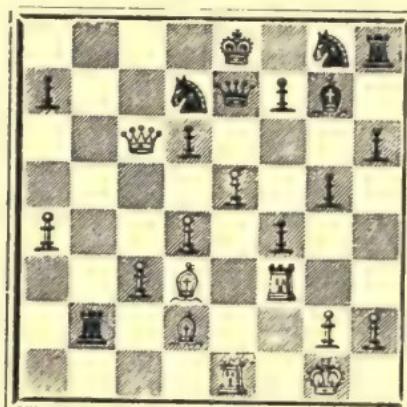
- WHITE.** (Mr. M.)
1. P. to K's 4th.
 2. P. to K. B's 4th.
 3. Kt. to K. B's 3rd.

- BLACK.** (Mr. J.)
1. P. to K's 4th.
 2. P. takes P.
 3. P. to K. Kt's 4th.

- | | |
|-----------------------|-----------------------|
| 4. B. to B's 4th. | 4. B. to Kt's 2nd. |
| 5. Castles. | 5. P. to K. R's 3rd. |
| 6. P. to B's 3rd. | 6. P. to Q's 3rd. |
| 7. Q. to Kt's 3rd. | 7. Q. to K's 2nd. |
| 8. P. to Q's 4th. | 8. P. to Q. B's 3rd. |
| 9. B. to Q's 2nd. | 9. Kt. to Q's 2nd. |
| 10. Q. R. to K's sq. | 10. Kt. to Kt's 3rd. |
| 11. B. to Q's 3rd. | 11. B. to Kt's 5th. |
| 12. P. to Q. R's 4th. | 12. B. takes Kt. |
| 13. R. takes B. | 13. Kt. to Q's 2nd. |
| 14. Q. takes Kt's P. | 14. R. to Q. Kt's sq. |
| 15. Q. takes B's P. | 15. R. takes P. |
| 16. P. to K's 5th. | |

The best move, and one that secures the victory. The position is shown on the diagram:—

BLACK.



WHITE.

- | | |
|----------------------------|--------------------|
| 16. R. takes B. | 16. R. takes B. |
| 17. Q. to B's 8th (ch.) | 17. Q. to Q's sq. |
| 18. P. takes P. (dis. ch.) | 18. B. to K's 4th. |
| 19. R. takes B. (ch.) | |

This is all excellently played.

19. Kt. takes R.

20. B. to Kt's 5th (ch.)

And wins.

✓ GAME VIII.—PHILIDOR'S DEFENCE.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to B's 3rd.
3. P. to Q's 4th.
4. B. to Q. B's 4th.

BLACK. (Mr. J.)

1. P. to K's 4th.
2. P. to Q's 3rd.
3. P. takes P.

This move, which may be played without disadvantage, produces a position similar to one that occurs in the Scotch opening.

4. P. to Q. B's 4th

5. P. takes P.

6. B. to K's 3rd.

7. P. takes B.

8. Q. to Q's 2nd.

9. P. to K's 4th.

5. P. to B's 3rd.

6. Castles.

7. B. takes B.

8. Q. to Kt's 3rd.

9. Kt. to Kt's 5th.

10. P. to B's 4th.

11. P. takes P.

12. B. to B's 4th.

13. B. takes Kt.

10. Kt. to Q. B's 3rd.

11. Kt. takes P.

12. Kt. to K. B's 3rd.

The exchange of pieces generally tells against the player giving the odds; and the student will therefore, perhaps, be surprised at seeing Mr. Morphy playing so much against rule. An attentive examination, however, of the position, will make it apparent that his proceedings were governed by foresight and prudence, his opponent's pieces remaining locked up and useless, while his own are rapidly deployed and brought to bear on the enemy's weakest point. In Chess, as in military tactics, it is the judicious violation of general rules that more especially marks the master-mind.

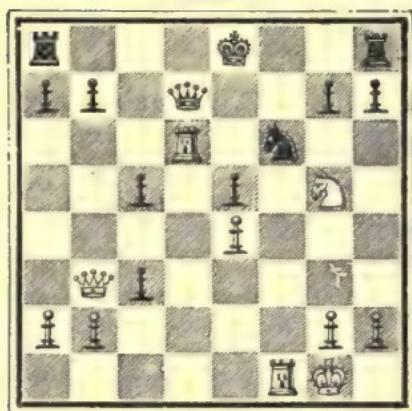
14. Q. R. to Q's sq.
15. R. takes B.

13. P. takes B.

14. B. to Q's 3rd.

A timely sacrifice, which brings the game to a speedy and successful conclusion:—

BLACK.



WHITE.

- | | |
|--------------------------|----------------------|
| 15. Q. takes R. | 16. K. to Q's sq. |
| 16. Q. to B's 7th (ch.) | 17. Q. to Q's 2nd. |
| 17. Q. takes Q. Kt's P. | 18. Q. to B's sq. |
| 18. Q. takes R. (ch.) | 19. K. to K's 2nd. |
| 19. Kt. to B's 7th (ch.) | 20. Kt. to Q's 2nd |
| 20. Q. takes P. (ch.) | 21. Q. takes Kt. |
| 21. Kt. takes R. | 22. Q. to Q. B's sq. |
| 22. R. to Q's sq. | |
| 23. P. takes P. | |

And wins.

GAME IX.—EVANS'S GAMBIT.

Mr. Morphy and M^r. Perrin.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to B's 3rd.
3. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to B's 3rd.
6. Castles.
7. P. to Q's 4th.

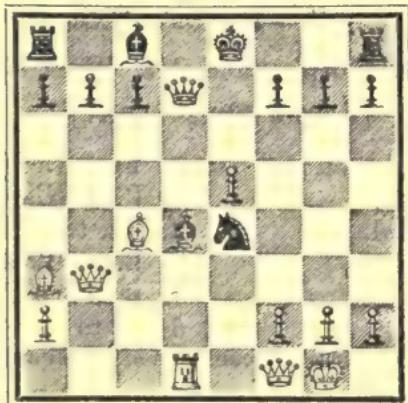
BLACK. (Mr. P.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to B's 4th.
4. B. takes P.
5. B. to B's 4th.
6. Kt. to B's 3rd.
7. P. takes P.

- | | |
|----------------------|---------------------|
| 8. P. takes P. | 8. B. to Kt's 3rd. |
| 9. B. to R's 3rd. | 9. P. to Q's 3rd. |
| 10. P. to K's 5th. | 10. P. takes P. |
| 11. Q. to Kt's 3rd. | 11. Q. to Q's 2nd. |
| 12. P. takes P. | 12. Kt. to K's 5th. |
| 13. Q. R. to Q's sq. | 13. Kt. to Q's 5th. |
| 14. Kt. takes Kt. | 14. B. takes Kt. |
| 15. R. takes B. | |

An ingenious sacrifice, which gives White a good attack upon the enemy's exposed King. The diagram represents the position previous to White's 15th move:—

BLACK.



WHITE.

- | | |
|-----------------------|---------------------|
| 16. B. takes P. (ch.) | 15. Q. takes R. |
| 17. R. to Q's sq. | 16. K. to Q's sq. |
| 18. Q. to B's 2nd. | 17. Kt. to Q's 7th. |
| 19. P. to K's 6th. | 18. B. to Q's 2nd. |

Better than taking Knight with Rook.

19. B. to R's 5th.

20. R. takes Kt.

A move evincing much judgment and forethought. If White, instead, had captured the Knight with his Queen, Black would have exchanged Queens and maintained his Bishop, which is now impossible.

- | | |
|-----------------------|-------------------|
| 21. R. takes Q. (ch.) | 20. B. takes Q. |
| | 21. K. to B's sq. |

22. P. to K's 7th. 22. P. to Q. Kt's 3rd.

Had Black moved B. to R's 4th, White would have answered with B. to K's 6th, winning.

23. P. to K's 8th, Queens 23. R. takes Q.
(ch.)

24. B. takes R. 24. K. to Kt's 2nd.

25. B. to B's 6th (ch.) 25. K. takes B.

26. R. to B's 4th (ch.) 26. K. to Kt's 4th.

27. R. takes B.

And wins.

GAME X.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Worrall.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.

2. Kt. to B's 3rd.

3. B. to B's 4th.

4. P. to Q. Kt's 4th.

5. P. to B's 3rd.

A weak move, properly condemned by all authorities.

6. P. to Q's 4th.

Q. to Kt's 3rd may also be played here with advantage.

7. P. takes P.

8. Castles.

9. Kt. takes Kt.

10. B. to Kt's 3rd.

11. P. to K. B's 4th.

12. K. to R's sq.

13. P. to B's 5th.

14. P. to B's 6th.

15. B. to R's 6th.

The attack is now irresistible.

15. P. to Q's 3rd.

16. Q. to K's sq. 16. B. to K's 3rd.

K. to R's sq. would have been far better.

BLACK. (Mr. W.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

3. B. to B's 4th.

4. B. takes P.

5. B. to K's 2nd.

A weak move, properly condemned by all authorities.

6. Kt. to B's 3rd.

7. Kt. to K. Kt's 5th.

8. K's Kt. takes P.

9. Kt. takes Kt.

10. Castles.

11. B. to B's 4th (ch.).

12. Kt. to Kt's 3rd.

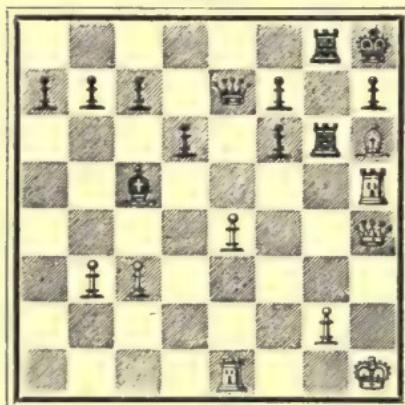
13. Kt. to K's 4th.

14. P. takes P.

- | | |
|--------------------------|--------------------------|
| 17. Q. to Kt's 3rd (ch.) | 17. Kt. to Kt's 3rd. |
| 18. P. to K. R's 4th. | 18. K. to R's sq. |
| 19. P. to R's 5th. | 19. R. to Kt's sq. |
| 20. P. takes Kt. | 20. R. takes P. |
| 21. Q. to R's 4th | 21. B. takes B. |
| 22. P. takes B. | 22. Q. to K's 2nd. |
| 23. R. to B's 5th. | 23. R. to K's sq. |
| 24. R. to K's sq. | 24. Q. R. to K. Kt's sq. |
| 25. R. to R's 5th. | |

Cleverly conceived. We exemplify the position on a diagram:—

BLACK.



WHITE.

- | | |
|----------------------------|---------------------|
| 25. R. takes P. | |
| 26. B. to Kt's 5th. | 26. R. to Kt's 2nd. |
| 27. B. takes P., and wins. | |

GAME XI.—IRREGULAR OPENING.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to K. B's 4th.
3. Kt. to B's 3rd.
4. P. to B's 3rd.
5. Q. takes B.

BLACK. (Mr. W.)

1. P. to Q's 3rd.
2. Kt. to Q. B's 3rd.
3. B. to K. Kt's 5th.
4. B. takes Kt.
5. P. to K's 4th.

- | | |
|-----------------------|------------------------|
| 6. B. to B's 4th. | 6. Kt. to B's 3rd. |
| 7. P. to Q. Kt's 4th. | 7. P. to Q. R's 3rd. |
| 8. P. to Q's 3rd. | 8. B. to K's 2nd. |
| 9. P. to B's 5th. | 9. Castles. |
| 10. P. to Kt's 4th. | 10. P. to Q. Kt's 4th. |
| 11. B. to Kt's 3rd. | 11. Kt. to K's sq. |
| 12. P. to K. R's 4th. | 12. K. to R's sq. |
| 13. P. to Kt's 5th. | 13. P. to B's 3rd. |
| 14. Q. to R's 5th. | 14. P. to Q's 4th. |
| 15. P. to Kt's 6th. | 15. P. to R's 3rd. |
| 16. B. takes R's P. | |

And Black resigns.

GAME XII.—FRENCH OPENING.

Between the same players.

[Remove White's Q's Kt.]

- | WHITE. (Mr. M.) | BLACK. (Mr. W.) |
|----------------------|-----------------------|
| 1. P. to K's 4th. | 1. P. to K's 3rd. |
| 2. P. to K. B's 4th. | 2. P. to Q's 4th. |
| 3. P. to K's 5th. | 3. Kt. to Q. B's 3rd. |

This permits White to advance his Q's P. without hindrance, and is consequently a weak move. P. to Q's B's 4th is Black's correct play.

- | | |
|-----------------------|----------------------|
| 4. P. to Q's 4th. | 4. Kt. to R's 3rd. |
| 5. Kt. to B's 3rd. | 5. B. to K's 2nd. |
| 6. P. to B's 3rd. | 6. P. to B's 3rd. |
| 7. B. to Q's 3rd. | 7. Castles. |
| 8. Castles. | 8. Q. to K's sq. |
| 9. P. to K. R's 3rd. | 9. Q. to R's 4th. |
| 10. Q. to K's sq. | 10. B. to Q's 2nd. |
| 11. B. to Q's 2nd. | 11. Q. R. to K's sq. |
| 12. Q. to Kt's 3rd. | 12. P. to B's 4th. |
| 13. Q. R. to K's sq. | 13. K. to R's sq. |
| 14. B. to K's 2nd. | 14. Q. to Kt's 3rd. |
| 15. Q. to R's 2nd. | 15. Kt. to Q's sq. |
| 16. K. to R's sq. | 16. P. to R's 3rd. |
| 17. P. to Q. Kt's 3rd | 17. P. to Kt's 3rd. |

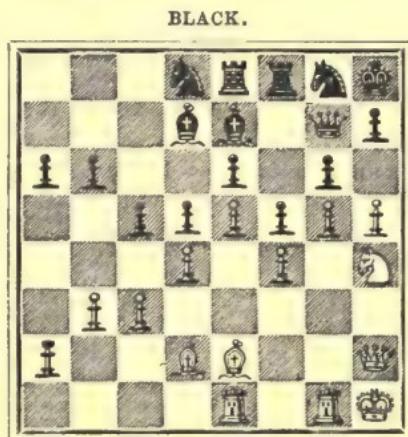
18. R. to K. Kt's sq.
19. P. to K. Kt's 4th.

White, now having all his forces well developed, commences offensive operations, and continues them ably to the close.

18. Q. to B's 2nd.
19. P. to B's 4th.
20. Kt. to Kt's sq.
21. P. to Kt's 3rd.
22. Q. to Kt's 2nd.

23. Kt. to R's 4th.

Position of the pieces after White's 23rd move :—



WHITE.

23. P. takes Q's r.

24. Kt. takes P. (ch.)

The finishing stroke.

24. P. takes Kt.
25. Kt. to R's 3rd.
26. Q. to Kt's sq.
27. K. to R's 2nd.

28. B. to R's 5th.

And Black resigned.

— — —

GAME XIII.—KING'S GAMBIT DECLINED.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. to Q's 4th.
3. P. takes Q's P.	3. P. to K's 5th.
4. B. to B's 4th.	4. B. to Q's 3rd.
5. Kt. to K's 2nd.	5. B. to K. Kt's 5th.
6. Castles.	6. P. to K. B's 4th.
7. P. to Q's 4th.	7. Kt. to K. B's 3rd.
8. P. to K. R's 3rd.	8. B. takes Kt.
9. Q. takes B.	9. Castles.
10. B. to Kt's 3rd.	10. K. to R's sq.
11. P. to B's 4th.	

White has now obtained a fine attacking game.

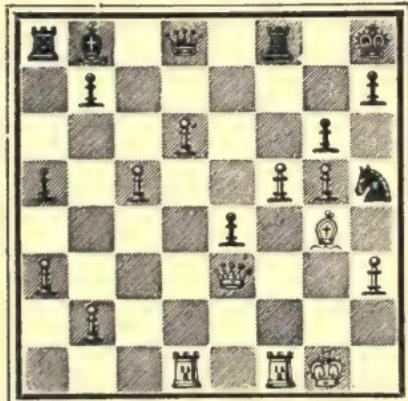
12. P. takes P. (<i>en passant.</i>)	11. P. to B's 4th.
13. B. to K's 3rd.	12. Kt. takes P.
14. Q. R. to Q's sq.	13. B. to B's 2nd.
15. P. to B's 5th.	14. B. to Kt's 3rd.
16. P. to Q's 5th.	15. B. to B's 2nd.
17. P. to Q's 6th.	16. Kt. to Q. R's 4th.

This advanced Pawn, being well supported, gives White a decided superiority in position, which is augmented by the K. B's raking an important diagonal.

18. B. to K's 6th.	17. B. to Kt's sq.
	18. Kt. to B's 3rd.
19. B. takes P.	19. P. to Q. R's 4th.
20. P. to K. Kt's 4th.	20. Kt. to Q. Kt's 5th.
21. P. to R's 3rd.	21. Q. Kt. to Q's 4th.
22. P. to Kt's 5th.	22. Kt. takes B.
23. Q. takes Kt.	23. Kt. to R's 4th
24. B. to Kt's 4th.	24. P. to K. Kt's 3rd.
25. P. to B's 5th.	

From this point to the end Mr. Morphy conducts the game with all his usual ability.

BLACK.



WHITE.

- | | |
|---|---------------------|
| 26. Q. to B's 3rd (ch.) | 25. P. to Kt's 3rd. |
| 27. Q. to B's 4th (ch.) | 26. K. to Kt's sq. |
| 28. Q. to Q's 4th (ch.) | 27. K. to R's sq. |
| If K. to Kt's sq., White would win a clear Rook by Q. to Q's 5th (ch.) | |
| 29. P. to K. B's 6th. | 29. R. to B's 2nd. |
| Kt. to K's sq. would have somewhat protracted the defence, but the game was lost. | |
| 30. P. takes Kt. (ch.) | 30. R. takes P. |
| 31. R. to B's 7th. | |

And wins.

✓ GAME I.

Mr. Devinck and Mr. Morphy.

[Remove Black's K. B's P.]

WHITE. (Mr. D.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to Q's 5th.
4. P. to Q. B's 4th.
5. Kt. to Q. B's 3rd.

BLACK. (Mr. M.)

1. P. to K's 3rd.
2. P. to Q. B's 4th.
3. P. to Q's 3rd.
4. P. to K. Kt's 3rd.
5. B. to Kt's 2nd.

6. B. to Q's 3rd.

6. Kt. to Q. R's 3rd.

7. P. to Q. R's 3rd.

Losing time. The K's Kt. had better have been brought out at once

7. Kt. to R's 3rd.

8. K. Kt. to K's 2nd.

He should first of all have taken the K's Kt.

9. Castles.

8. Castles.

10. K's P. takes P.

9. P. takes P.

This gives Black some freedom. It would have been better play to have taken with the Q. B's P., when Black's game would have remained decidedly cramped.

11. P. to R's 3rd.

10. Kt. to K. Kt's 5th.

12. P. to B's 4th.

11. Kt. to K's 4th.

13. Q. takes Kt.

12. Kt. takes B.

14. Q. to B's 3rd.

13. B. to B's 4th.

15. P. to K. Kt's 4th.

14. Q. to Kt's 3rd.

An inversion of the order of this move and his next would have been more to the purpose.

15. B. to B's 7th.

16. Kt. to Kt's 5th.

16. Q. R. to K's sq.

17. B. to K's 3rd.

Badly played, allowing Black to gain such an advantage in position as must secure him the game immediately.

17. B. to Q's 6th.

Taking instant advantage of his adversary's weak play. After this White's game was beyond all hope.

18. P. to Kt's 3rd.

18. B. takes Kt.

19. Q. takes B.

19. B. to Q's 5th.

20. R. to B's 3rd.

20. B. takes R.

21. Q. to Q's 3rd.

21. Kt. to B's 2nd.

22. P. to B's 5th.

22. Kt. takes Kt.

23. P. takes Kt.

23. R. takes B.

And wins.

GAME II.

Mr. Morphy and Mr. Medley.

[Remove Black's K. B's P.]

WHITE. (Mr. Med.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. B. to Q. B's 4th.
4. Kt. to Q. B's 3rd.
5. P. to Q's 5th.
6. Kt. to K. B's 3rd.
7. B. to K. Kt's 5th.
8. B. takes Kt.
9. B. to Q. Kt's 5th (ch.)
10. K. Kt. to Q's 2nd.
11. P. to K. Kt's 3rd.

A daring move, leading to a very difficult and complicated game.

12. K. to K's 2nd.

K. to B's sq. loses the Queen.

13. P. to K. B's 3rd.
14. Q. to K. Kt's sq.
15. B. to Q's 3rd.
16. Q. to B's 2nd.
17. Q. R. to K. Kt's sq.

Better perhaps to have played the K's R.

18. Kt. to K. B's sq.
19. Kt. to Q's sq.
20. R. takes Kt.
21. K. Kt. to K's 3rd.

He cannot play the R. back to K. Kt's sq. without losing the piece gained, or being mated in two moves by B. takes Kt. (ch.).

22. P. takes P., *en passant*.
23. K. R. to K's sq.
24. Kt. takes B.

BLACK. (Mr. Mor.)

1. P. to Q's 3rd.
2. Kt. to K. B's 3rd.
3. Kt. to Q. B's 3rd.
4. P. to K's 4th.
5. Kt. to K's 2nd.
6. Kt. to K. Kt's 3rd.
7. P. to K. R's 3rd.
8. Q. takes B.
9. K. to B's 2nd.
10. Kt. to R's 5th.
11. Kt. to K's 7th (ch.)

12. B. to R's 6th.
13. Q. to Kt's 4th.
14. P. to Q. R's 3rd.
15. P. to K. R's 4th.
16. P. to K. Kt's 3rd.

17. B. to K. R's 3rd.
18. Q. to Q. B's 8th.
19. P. to Q. Kt's 4th.
20. K. R. to Q. B's sq.

21. P. to Q. B's 4th.
22. R. takes P.
23. B. takes Kt.
24. Q. takes Kt's P.

25. Q. R. to K. Kt's sq.

26. K. R. to Q. B's sq.

If R. to Q. Kt's sq., Mr. Morphy draws by sacrificing both Rooks at Q. B's 7th, obtaining perpetual check with Q.

26. B. to K's 3rd.

Black cannot take Q. R's P., for fear of P. to K. Kt's 4th, &c.

27. Q. R. to Q's sq.

28. K. to B's sq.

29. K. to K's sq.

27. K. R. to B's 6th.

28. B. to R's 6th (ch.)

If K. to Kt's sq., Mr. Morphy would have been able to draw the game at least by the following beautiful train of play,—

29. K. to B's sq.

29. R. takes B.

30. P. takes R.

30. Q. takes R.

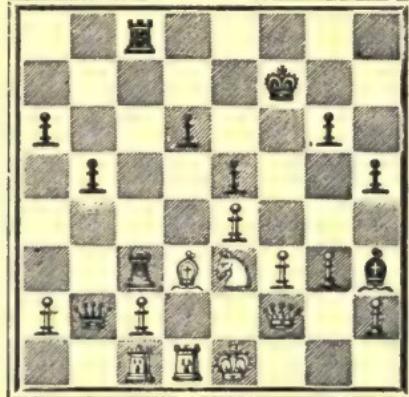
31. R. takes Q.

31. R. takes R. (ch.)

32. Kt. to K. B's sq.

32. K. to K's 3rd, &c.

BLACK.



WHITE.

30. Kt. to Q's 5th.

31. P. to Q. B's 3rd.

32. Q. to Q's 2nd.

33. P. takes B.

If R. takes Q's P., he loses by B. to B's 4th, or B. takes P. (ch.), &c.

29. B. to K's 3rd.

30. K. R. to B's 4th.

31. Q. to R's 6th.

32. B. takes Kt.

33. R. takes Q. B's P.

34. R. takes R.

35. B. to K's 4th.

34. R. takes R.

35. Q. to Q. B's 4th.

36. K. to K's 2nd.
37. Q. to K. R's 6th.

36. P. to Q. Kt's 5th.

It would be more expeditious to play Q. to Kt's 5th.

- | | |
|--------------------------|-------------------------|
| 38. Q. to Kt's 5th (ch.) | 37. K. to K's 2nd. |
| 39. Q. to Q's 2nd. | 38. K. to Q's 2nd. |
| 40. Q. takes P. | 39. P. to K. Kt's 4th. |
| 41. Q. to Q's 2nd. | 40. K. to Q. B's 2nd. |
| 42. P. to K. R's 3rd. | 41. P. to Q. R's 4th. |
| 43. P. to K. Kt's 4th. | 42. P. to Q. R's 5th. |
| 44. R's P. takes P. | 43. P. takes P. |
| 45. P. to Kt's 5th. | 44. K. to Kt's 3rd. |
| 46. K. to K's sq. | 45. Q. to B's 5th (ch.) |

And Mr. Morphy resigned.

GAME III.

Mr. Stanley and Mr. Morphy.

[Remove Black's K. B's P.]

- WHITE.** (Mr. S.)
1. P. to K's 4th.
2. P. to Q's 4th.
3. P. to K's 5th.

- BLACK.** (Mr. M.)
1. P. to K's 3rd.
2. P. to Q's 4th.

We have previously noted Q. to R's 5th (ch.) as the correct move here.
(See p. 130, Morphy v. Alter.)

4. B. to K's 3rd.
5. P. to Q. Kt's 3rd.
6. Kt. to K. B's 3rd.
7. B. takes P.
8. Kt. takes Kt.
9. P. to Q. B's 3rd.
10. B. to Q. Kt's 5th (ch.)
11. B. takes Kt. (ch.)
12. Q. to R's 5th (ch.)

3. P. to Q. B's 4th.
4. Q. to Kt's 3rd.
5. Kt. to Q. B's 3rd.
6. P. takes P.
7. Kt. takes B.
8. B. to B's 4th.
9. Kt. to K's 2nd.
10. Kt. to B's 3rd.
11. P. takes B.

P. to Q. Kt's 4th would, we believe, have been better play.

13. Q. to Kt's 4th.

12. P. to Kt's 3rd.
13. Castles.

14. Castles.

14. B. to R's 3rd.

15. Q. takes K's P. (ch.)

Gaining a temporary advantage at the expense of valuable time.

16. R. to Q's sq.

15. K. to R's sq.

17. Q. to Kt's 4th.

16. Q. R. to K's sq.

18. Kt. to Q's 2nd.

17. R. takes K's P.

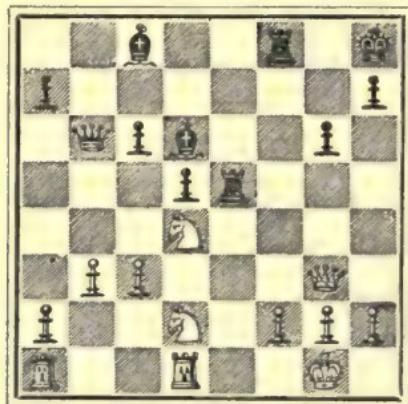
19. Q. to Kt's 3rd.

18. B. to B's sq.

19. B. to Q's 3rd.

The White Queen is so much exposed, that Black has an easy task in maintaining the attack:—

BLACK.



WHITE.

20. Q. to Q's 3rd.

20. B. to R's 3rd.

21. Q. to B's 2nd.

21. R. to R's 4th.

22. Q. Kt. to B's 3rd.

22. P. to B's 4th.

Correctly played. The Knight must retreat, and Black is then enabled to make the meditated sacrifice.

23. Kt. to K's 2nd.

23. R. takes Kt.

24. P. takes R.

24. Q. to Q's sq.

25. P. to Q. B's 4th.

25. R. takes P.

26. R. takes P.

26. Q. to R's 5th.

27. Q. to B's 3rd (ch.)

27. K. to Kt's sq.

28. Kt. to Kt's 3rd.

28. Q. to R's 6th.

And wins.

BOOK VII.

MISCELLANEOUS GAMES.

THE six games following are among the most remarkable parties on record. They were played between Mr. Morphy and Mr. J. Thompson, of New York, the former giving the large odds of the Queen's Knight, although Mr. Thompson is actually one of the best players in America. Knowing, as we do, what Mr. Thompson's Chess force is, we have no hesitation in stating that Mr. Morphy's winning a match of that gentleman, in the ratio of 5 to 3, at the odds of the Knight, constitutes the most surprising of all the achievements of the American champion, and is undoubtedly one of the greatest feats of Chess skill ever performed. Indeed, that Mr. Morphy had harder work in this match than in *any* previous one, is evident from the score above-mentioned, in which the balance in favour of the victor is in a far smaller proportion than in any other of Mr. Morphy's victories.

It only remains for us to add that students in Chess will find these arduous contests peculiarly instructive, and that we are indebted for them, and for the notes, mostly to the American "Chess Monthly." Of these six rich morsels of Chess strategy, some came off in the match above alluded to, and others took place after the set trial in question was over.

GAME I.—IRREGULAR OPENING.

Mr. Morphy and Mr. James Thompson.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

BLACK. (Mr. T.)

1. P. to K's 4th.
2. P. to K. B's 4th.

1. P. to Q. B's 4th.

This, otherwise exceptionable move, we believe to be the best reply to 1. P. to Q. B's 4th, or 1. P. to K's 3rd, when giving the odds of the Kt. or R.

3. Kt. to K. B's 3rd.
 4. P. to Q. B's 3rd.
 5. P. to K's 5th.

2. P. to K's 3rd.
 3. Kt. to Q. B's 3rd.
 4. P. to Q's 4th.
 5. P. to Q's 5th.

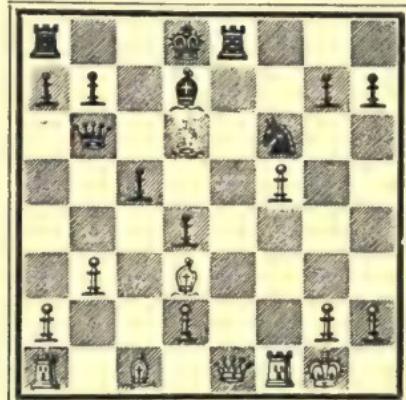
A very good move, preventing the advance of P. to Q's 4th, and consequently impeding the development of White's game.

- | | |
|----------------------------|------------------------|
| 6. B. to Q. Kt's 5th. | 6. B. to Q's 2nd. |
| 7. Q. to K's 2nd. | 7. Q. to Kt's 3rd. |
| 8. B. to Q's 3rd. | 8. P. to B's 3rd. |
| 9. P. to Q. Kt's 3rd. | 9. B. to K's 2nd. |
| 10. P. to B's 5th. | 10. Kt. takes P. |
| 11. Kt. takes Kt. | 11. P. takes Kt. |
| 12. Q. to K. R's 5th (ch.) | 12. K. to Q's sq. |
| 13. P. takes Q's P. | 13. Kt. to K. B's 3rd. |
| 14. Q. to K's 2nd. | 14. K. P. takes Q's P. |
| 15. Castles (K. R.) | 15. P. to K's 4th. |

Well conceived; whether White take or not, Black obtains a fine situation. In fact, the whole of this game is played with great skill and care by Mr. Thompson.

- | | |
|---------------------|--------------------|
| 16. Q. takes K's P. | 16. B. to Q's 3rd. |
| 17. Q. to K's sq. | 17. R. to K's sq. |

BLACK.



WHITE.

18. Q. to K. R's 4th. 18. B. to Q. Kt's 4th.

Black clearly understands the mode in which such a contest as this should be conducted, where every exchange strengthens his own game and weakens his adversary's.

19. Q. to K. R's 3rd.
 20. Q. takes B.
 21. P. to Q. Kt's 4th.
 22. Q. takes B's P.
 23. K. to R's sq.
 24. P. to Kt's 3rd.
 25. Q. to Q's 5th.
 26. Q. takes Q. (ch.)
 27. B. to Q. Kt's 2nd.
 28. B. takes B.
 29. Q. R. to K's sq.
 30. K. to Kt's 2nd.
 31. R. takes R.
 32. P. to K. R's 3rd.
 33. R. to K's 3rd.
 34. K. to B's 3rd.
 19. B. takes B.
 20. K. to Q's 2nd.
 21. P. to Q. B's 5th.
 22. P. to Q's 6th (dis. ch.)
 23. Kt. to K's 5th.
 24. Q. R. to Q. B's sq.
 25. Q. to Q. B's 3rd.
 26. R. takes Q.
 27. B. to K's 4th.
 28. R. takes B.
 29. Kt. to B's 7th (ch.)
 30. R. takes R.
 31. Kt. to Kt's 5th.
 32. Kt. to K. B's 3rd.
 33. R. to Q's 3rd.
 34. Kt. to Q's 4th.

Very well played; if White capture the P. with R., Black takes the Q. Kt's P. with Kt., at once compelling an exchange of Rooks. The whole of this end-game is excellently managed by Black.

35. R. to K's 4th.
 36. R. to K. R's 4th.
 37. K. to K's 3rd.
 38. R. takes P.
 39. K. to B's 2nd.
 40. R. takes P. (ch.)
 41. R. to Kt's 6th.
 42. K. to K's 3rd.
 43. K. to Q's 2nd.
 44. P. to K. Kt's 4th.
 45. P. to K. Kt's 5th.
 46. K. to K's 3rd.
 35. Kt. to B's 6th.
 36. Kt. to Q. Kt's 8th.
 37. Kt. to R's 6th.
 38. Kt. to B's 5th (ch.)
 39. Kt. takes P.
 40. K. to B's 3rd.
 41. Kt. to K's 5th (ch.)
 42. Kt. to K. B's 3rd.
 43. K. to Kt's 4th.
 44. K. to B's 5th.
 45. Kt. to K's 5th (ch.)
 46. R. to Q's 2nd.

And Black wins.

 GAME II.—IRREGULAR OPENING.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K. B's 4th.

The receiver of the odds having declared his intention, from the commencement of the match, to persist throughout in playing either the Sicilian or the French Opening, White, in order to throw him upon his own resources, resorts to the move in the text.

BLACK. (Mr. T.)

2. P. to K's 3rd.
3. Kt. to B's 3rd.
4. P. to K. R's 3rd.
5. Q. takes B.
6. P. to Q. Kt's 3rd.
7. B. to Kt's 2nd.
8. Castles.
9. P. to Q's 3rd.
10. P. to K. Kt's 4th

1. P. to Q's 4th.
2. Kt. to K. B's 3rd.
3. B. to Kt's 5th.
4. B. takes Kt.
5. P. to B's 4th.
6. P. to K's 3rd.
7. Kt. to K's 5th.
8. Kt. to Q. B's 3rd.
9. Kt. to Q's 3rd.
10. P. to Q's 5th.

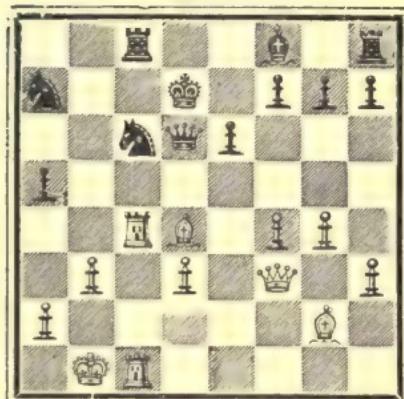
Well played, with the object of shutting off the adverse Q's B.

11. B. to Kt's 2nd.
12. K. R. to K's sq.
13. P. to B's 4th.
11. Q. to B's 2nd.
12. R. to B's sq.

This Pawn is advanced both in order to prevent Kt. to Kt's 4th, followed by Kt. to B's 6th on the part of the adversary, and to tempt Black to open, by P. to Q. Kt's 4th, a premature attack on the Queen's side; an attack which White foresees he will be able directly to turn against his opponent.

14. K. to Kt's sq.
15. P. takes Q's P.
16. P. takes P.
17. R. to Q. B's sq.
18. R. to B's 4th.
19. K. R. to Q. B's sq.
20. B. takes P.
13. P. to Q. Kt's 4th.
14. P. to Q. R's 4th.
15. Q. B's P. takes P.
16. Kt. takes P.
17. K. Kt. to R's 2nd.
18. Q. to Q's 3rd
19. K. to Q's 2nd.

BLACK.



WHITE.

20. Q. to Kt's sq.

An examination of the position will satisfy the reader that this was Black's only move. It is quite clear that had he captured the B. with Kt., White would have won immediately by 21. Q. to K. Kt's 7th (ch.), &c.

- | | |
|-----------------------|----------------------|
| 21. R. takes Kt. | 21. Kt. takes R. |
| 22. R. takes Kt. | 22. B. to R's 6th. |
| 23. P. to B's 5th. | 23. K. R. to K's sq. |
| 24. P. takes P. (ch.) | 24. P. takes P. |
| 25. B. takes P. | 25. Q. to R's 7th. |
| 26. Q. to B's 2nd. | |

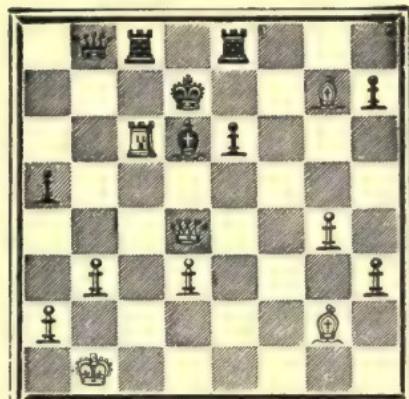
This play, evidently unforeseen by the opponent, not only frustrates Black's design, but is, at the same time, a strong attacking move.

26. Q. to Kt's sq.

It is plain that he could not have captured the Rook without loss of his Queen, but 26. B. to Q's 3rd strikes us as greatly preferable to the move actually played. We again commend the position to the careful examination of the student.

- | | |
|---|--------------------|
| 27. Q. to Q's 4th (ch.) | 27. B. to Q's 3rd. |
| 27. K. to K's 2nd would have prolonged the contest, but in that case White would equally have won by 28. B. to K's 5th. | |

BLACK.



WHITE.

- | | |
|--------------------------|--------------------|
| 28. R. to Kt's 6th. | 28. Q. to R's 2nd. |
| 29. R. to Kt's 7th (ch.) | 29. Q. takes R. |
| 30. B. takes Q. | 30. R. to B's 2nd. |
| 31. B. to K's 5th. | |

And Black resigned, White might have mated at his 29th move by Q takes B.

GAME III.—IRREGULAR OPENING

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)	BLACK. (Mr. T.)
1. P. to K. B's 4th.	1. P. to Q's 4th.
2. P. to K's 3rd.	2. Kt. to K. B's 3rd.
3. Kt. to B's 3rd.	3. B. to Kt's 5th.
4. B. to K's 2nd.	4. P. to Q. B's 4th.
5. Castles.	5. Kt. to B's 3rd.
6. P. to Q. Kt's 3rd.	6. P. to K's 3rd.
7. B. to Kt's 2nd.	7. B. to K's 2nd.
8. P. to K. R's 3rd.	8. B. takes Kt.
9. B. takes B.	9. P. to Q's 5th.
10. Q. to K's sq.	10. Q. to Kt's 3rd.
11. R. to Kt's sq.	

A move of great importance, preventing the threatened P. to B's 5th and preparing to advance the Pawns on the Queen's side of the board,

11. Kt. to Q. Kt's 5th.
 12. Q. to K's 2nd.
 13. P. to R's 3rd.
 12. R. to Q's sq.
 13. Q. Kt. to Q's 4th.

Had Black played 13. Kt. takes P., White would have replied with 14. Q. to Q's 3rd, winning the piece. 13. P. to Q's 6th also looks promising, but in reality would not have been good, for White would have taken P. with P., and upon Black's retaking with Kt., would have moved B. to B's 3rd, having an excellent game.

14. K. to K's sq.
 15. P. takes P.
 14. P. takes P.
 15. P. to K. R's 4th.

Apprehending 16. P. to K. Kt's 4th.

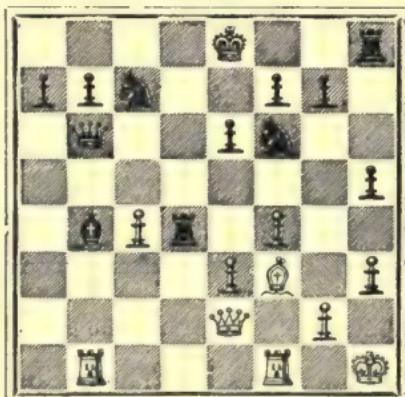
16. P. to B's 4th.
 17. P. to Q. Kt's 4th.
 16. Kt. to B's 2nd.

The commencement of an attack which White retains in his hands to the end.

18. P. takes P.
 19. B. to Q's 4th.
 17. P. takes P.
 18. B. takes P.
 19. R. takes B.

Black's most advantageous play in the circumstances.

BLACK.



WHITE.

20. P. takes R.
 21. P. to Q. B's 5th.
 22. Q. to K's 5th.
 23. B. takes Kt.
 24. Q. takes Kt's P.
 20. P. to R's 4th.
 21. Q. to R's 2nd.
 22. Q. Kt. to Q's 4th.
 23. Kt. takes B.
 24. R. to B's sq.

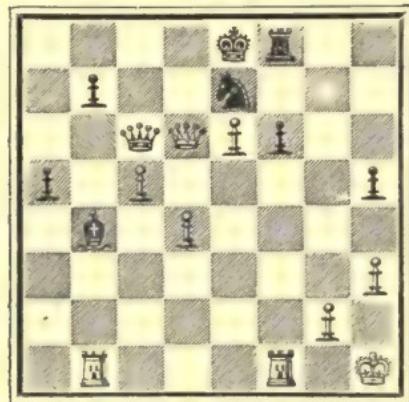
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|--------------------------|---------------------|
| 25. P. to B's 5th. | 25. Q. to R's 3rd. |
| 26. Q. to K's 5th. | 26. P. to B's 3rd. |
| 27. Q. to Kt's 3rd. | 27. Q. to B's 3rd. |
| 28. P. takes P. | 28. Kt. to K's 2nd. |
| 29. Q. to Kt's 8th (ch.) | 29. Q. to B's sq. |
| 30. Q. to Q's 6th. | |

Better than exchanging Queens, and then playing P. to Q's 5th, by which course, however tempting it may seem, White could not have won; and, besides, this move of 30. Q. to Q's 6th, involved a snare into which Black deliberately fell.

30. Q. to B's 3rd.

Apparently the best move on the board, and yet it loses the game. We omit the closing moves, and leave the game at this point in order to enable the curious to exercise their ingenuity in solving the above end-game.

BLACK.



WHITE.

White to play and force the game.

And after a few moves Mr. Thompson resigned.

GAME IV.—EVANS'S GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

- WHITE.** (Mr. M.)
1. P. to K's 4th.
 2. Kt. to K. B's 3rd.
 3. K. B. to B's 4th.
 4. P. to Q. Kt's 4th.
 5. P. to Q. B's 3rd.
 6. Castles.

- BLACK.** (Mr. T.)
1. P. to K's 4th.
 2. Kt. to Q. B's 3rd.
 3. K. B. to B's 4th.
 4. K. B. takes Kt's P.
 5. K. B. to R's 4th.
 6. K. B. to Kt's 3rd.

In some of the games between the same players, at the same odds, Black adopted the defence of 6. K. Kt. to B's 3rd, undoubtedly the best move at this stage.

7. P. to Q's 4th.
7. P. to Q's 3rd.

Not a bad move when receiving the odds of a piece, if properly followed up.

8. P. takes P.
8. Q's Kt. takes P.

He should have played 8. Q. B. to K's 3rd.

9. Kt. takes Q's Kt.
9. P. takes Kt.
10. K. B. takes B's P. (ch.)
10. K. to K's 2nd.
11. Q. to Q. Kt's 3rd.
11. Kt. to B's 3rd.
12. Q. B. to R's 3rd (ch.)
12. P. to Q. B's 4th.
13. Q. R. to Q's sq.
13. Q. to Q. B's 2nd.
14. P. to K. B's 4th.
14. K. R. to B's sq.
15. K. B. to B's 4th.
15. K. R. to Q's sq.
16. Q. R. to K's sq.
16. Q. B. to Q's 2nd.
17. Q. B. to B's sq.
17. K. R. to K. B's sq.
18. P. takes P.
18. Q. takes P.
19. Q. B. to K. B's 4th.
19. Q. to K. R's 4th.
20. Q. R. to Q's sq.

From this point to the end, Black has a game very difficult to defend

- 1.—
21. Q. R. to Q's 5th.
 21. Kt. to K's sq.
 22. Q. B. to Kt's 5th (ch.)
 22. Q. moves.
 23. P. to K's 5th.
 22. Kt. or R. interposes.

With a winning game.

21. P. to K's 5th.
20. K. to Q's sq.
21. Kt. to K's sq.

22. Q. to Q. R's 4th.

22. Q. to Kt's 5th.

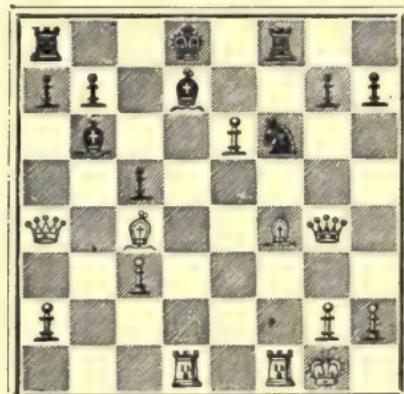
23. P. to K's 6th.

23. Kt. to K. B's 3rd.

And Mr. Morphy mates in three moves.

The subjoined diagram represents the position of the forces at the close of the game:—

BLACK.



WHITE.

GAME V.—EVANS'S GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.

2. Kt. to K. B's 3rd.

BLACK. (Mr. T.)

1. P. to K's 4th.

2. Kt. to Q. B's 3rd.

The second player's best move, when receiving the odds of the Q's Kt., is to play now P. to Q's 4th, as is correctly observed in the "Popular Introduction to Chess," p. 58.

3. B. to Q. B's 4th.

3. B. to Q. B's 4th.

4. P. to Q. Kt's 4th.

4. B. takes P.

5. P. to Q. B's 3rd.

5. B. to R's 4th.

6. Castles.

6. Kt. to K. B's 3rd.

7. Kt. to Kt's 5th.

7. Castles.

8. P. to K. B's 4th.

8. P. to K. R's 3rd.

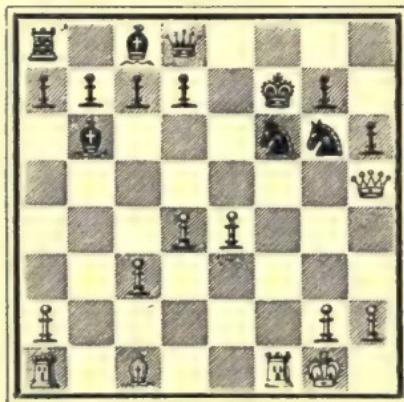
This move does not effect the object for which it is made, as the

reader will see, for instead of retreating the Kt., White can take the K. B's P., winning the exchange. P. to Q's 3rd or 4th would have been much better.

- | | |
|----------------------------|--------------------------|
| 9. Kt. takes K. B's P. | 9. R. takes Kt. |
| 10. B. takes R. (ch.) | 10. K. takes B. |
| 11. P. takes P. | 11. B. to Kt's 3rd (ch.) |
| 12. P. to Q's 4th. | 12. Q. Kt. takes K's P. |
| 13. Q. to K. R's 5th (ch.) | 13. Kt. to Kt's 3rd. |

This loses the game. He should have played 13. K. to Kt's sq., and upon Q. taking Kt., 14. P. to Q's 3rd, remaining with two pieces for the Rook, and a very good position:—

BLACK.



WHITE.

- | | |
|---------------------|-------------------------|
| 14. P. to K's 5th. | 14. P. to Q. B's 4th. |
| 15. P. takes Kt. | 15. K. Kt's P. takes P. |
| 16. B. takes P. | 16. P. to Q's 4th. |
| 17. B. to Kt's 5th. | |

And Black surrenders.

GAME VI.—EVANS'S GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3rd.
6. Q. to Q. B's 2nd.
7. Castles.
8. P. to Q's 4th.

BLACK. (Mr. T.)

1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. B. to Q. B's 4th.
4. B. takes P.
5. B. to R's 4th.
6. Kt. to K. B's 3rd.
7. P. to Q's 3rd.
8. B. to Q. Kt's 3rd.

We should have preferred P. takes P., or Castles.

9. P. takes P.
10. Kt. takes Kt.
11. B. to Q. R's 3rd.
12. P. to K. B's 4th.
13. P. to K. B's 5th.
9. Q's Kt. takes P.
10. P. takes Kt.
11. P. to Q. B's 4th.
12. Castles.
13. Q. to Q. B's 2nd.

His sable majesty seems now to be very snugly quartered, and White's pieces do not occupy very attacking positions. If White had played 13. Q. R. to Q's sq., Black would have moved the Q. to Q. B's 2nd; and if White had played 13. P. takes P., Black would have played 13. Kt. to Kt's 5th, regaining the Pawn with a better position. The extra Kt. will now tell heavily even against the unsurpassed genius of the first player.

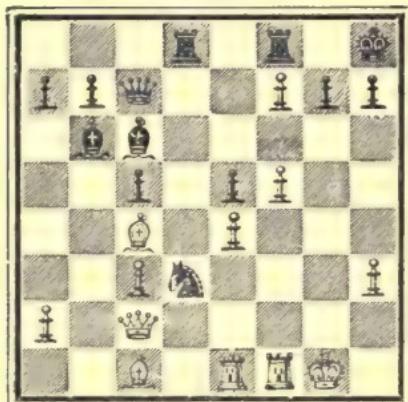
14. P. to K. R's 3rd.

To advance the Pawns on the King's side.

14. B. to Q's 2nd.
15. Q. R. to K's sq.
16. P. to K. Kt's 4th
17. P. to K. Kt's 5th.
18. P. to K. Kt's 6th.
19. P. takes B's P. (ch.)
20. B. to Q. B's sq.
15. B. to Q. B's 3rd.
16. Q. R. to Q's sq.
17. Kt. to R's 4th.
18. Kt. to B's 5th.
19. K. to R's sq.
20. Kt. to Q's 6th.

To force an exchange of pieces, for if 21. B. takes Kt., Black may re-take immediately, or play P. to Q. B's 5th (dis. ch.). We give a diagram of this pretty position :—

BLACK.



WHITE.

- | | |
|------------------------|-----------------------------|
| 21. B. to K. Kt's 5th. | 21. Kt. takes R. |
| 22. R. takes Kt. | 22. R. to Q's 3rd. |
| 23. Q. to K's 2nd. | 23. K's R. takes P. |
| 24. Q. to K. R's 5th. | 24. K. R. to B's 3rd. |
| 25. R. to K. B's sq. | 25. Q. to Q's 2nd. |
| 26. R. to K's sq. | 26. B. to Q's sq. |
| 27. B. takes R. | 27. B. takes B. |
| 28. B. to K. B's 7th. | 28. R. to Q's 6th. |
| 29. B. to Q. B's 4th. | 29. R. to K. Kt's 6th (ch.) |
| 30. K. to R's 2nd. | 30. Q. to Q's 7th (ch.) |

And White resigns.

GAME I.—EVANS'S GAMBIT.

Mr. Morphy and Mr. Lichtenhein.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to B's 3rd.
3. K. B. to B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3rd.
6. Castles.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. Q. Kt. to B's 3rd.
3. K. B. to B's 4th.
4. K. B. takes Kt's P.
5. K. B. to B's 4th.
6. K. Kt. to B's 3rd.

This, as most of our readers are probably aware, is a bad move at this point, after having retreated K's B. to B's 4th. Preceded by

5. K. B. to R's 4th it is the best play at Black's command. The correct move in the present case is 6. P. to Q's 3rd.

7. P. to Q's 4th.
8. P. takes P.
9. Q. B. to R's 3rd.

9. P. to K's 5th, or 9. P. to Q's 5th is the usual move. But we have found, in practice, that 9. Q. B. to R's 3rd is at least as effective.

9. P. to Q's 3rd.
10. P. to K's 5th.
11. Q. to Q. Kt's 3rd.

Had Black moved 11. Q. to Q's 2nd, the game would have been continued as follows:—

12. Kt. takes K's P.
13. P. takes Kt.
14. Q. R. to Q's sq.
15. B. takes B's P. (ch.)
16. R. to Q's 8th. (ch.)
17. Q. takes Q.

11. Q. to Q's 2nd.
12. Kt. takes Kt. †
13. Kt. to K's 5th or Kt's 5th.
14. Q. to K. B's 4th.
15. Q. takes B.
16. K. takes R.

With a winning game.

- | | |
|---------------------------|------------------------|
| 12. K. B. takes Q's B. | 12. P. takes K's B. |
| 13. Q. takes K's P. (ch.) | 13. Q. Kt. to K's 2nd. |
| 14. Kt. takes K's P. | 14. K. R. to B's sq. |
| 15. K. R. to K's sq. | 15. K. Kt. to Q's 4th. |
| 16. Q. to K. Kt's 4th. | 16. P. to K. Kt's 3rd. |
| 17. Q. to K. R's 4th. | 17. P. to Q. R's 4th. |

Black plays thus in order to shut off the range of the Bishop, by moving the Kt. to the Q. Kt's 5th.

- | | |
|-----------------------|-----------------------|
| 18. Q. takes R's P. | 18. B. takes Q's P. |
| 19. Kt. takes Kt's P. | 19. P. to Q. B's 4th. |

This appears to be Black's best play.

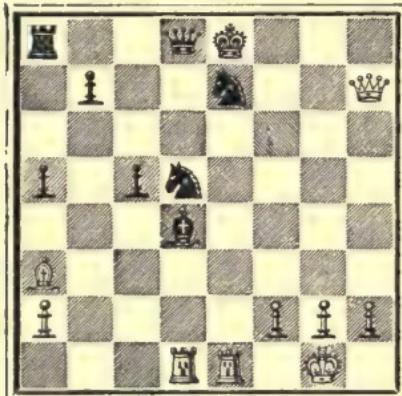
- If—
20. K. to R's sq.
21. R. takes B.
- | |
|---------------------------|
| 19. B. takes B's P. (ch.) |
| 20. B. takes K's R. |

And Black cannot save the game.

- | | |
|----------------------|-------------------|
| 20. Kt. takes R. | 20. K. takes Kt. |
| 21. Q. R. to Q's sq. | 21. K. to K's sq. |
| 22. B. takes P. | |

The diagram represents the position of the forces previous to White's 22nd move. The termination is very lively:—

BLACK.



WHITE.

22. B. takes B.

23. Q. to Kt's 8th (ch.) 23. K. to Q's 2nd.
 24. Q's R. takes Kt. (ch.) 24. Kt. takes R.
 25. Q. takes Kt. (ch.) 25. B. to Q's 3rd

25. K. to B's 2nd would have somewhat prolonged the contest, but could not have affected the final result.

26. Q. takes Kt's P. (ch.) - 26. Q. to B's 2nd.
 27. Q. takes R.

And Mr. Morphy wins.

GAME II.—EVANS'S GAMBIT.

Between the same players.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.
2. Kt. to B's 3rd.
3. K. B. to Q. B's 4th.
4. P. to Q. Kt's 4th.
5. P. to Q. B's 3rd.
6. Castles.
7. P. to Q's 4th.

BLACK. (Mr. L.)

1. P. to K's 4th.
2. Q. Kt. to B's 3r.l.
3. K. B. to Q. B's 4th.
4. K. B. takes Kt's P.
5. K. B. to B's 4th.
6. K. B. to Kt's 3rd.
7. P. to Q's 3rd.

The usual move, at this stage is to take P. with P., and then, should White retake, to play P. to Q's 3rd. Having the advantage of a piece, Black endeavours to vary the defence.

8. P. takes P.
 9. Q. to Q. Kt's 3rd.
 10. Q. B. to K. Kt's 5th
 11. K. B. to Q. Kt's 5th.

8. P. takes P.
 9. Q. to K. B's 3rd.
 10. Q. to K. Kt's 3rd.
 11. Q. B. to K's 3rd.

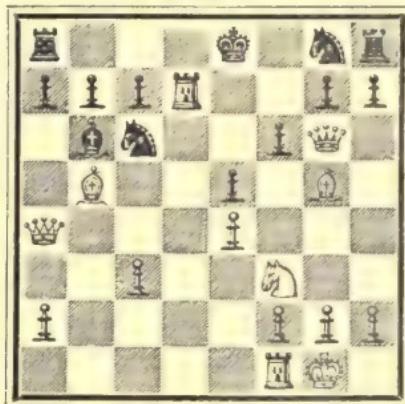
In another game between the same combatants, at the same odds, Black here played 11. P. to K. B's 3rd, which is a much better move than the one in the text.

12. Q. to Q. R's 4th.
 13. Q. R. to Q's sq.
 14. Q. R. takes K's B.

12. Q. B. to Q's 2nd.
 13. P. to K. B's 3rd.

A sound sacrifice, which leads to a very strong attack. From this point to the end the contest is animated and interesting.

BLACK.



WHITE.

14. K. takes Q's R.

If—

14. P. takes B.

If Black capture the Kt., White wins the Q. by 16. R. takes Kt's P., (dis. ch.)

15. Kt. takes K's P.
 16. Kt. takes Kt.
 17. K's B. takes P., &c.

15. Q. to K's 3rd.
 16. P. takes Kt.

15. K. B. takes Q's Kt. (ch.)
 16. R. to Q's sq. (ch.)
 17. Kt. takes K's P.
 18. R. to Q's 7th (ch.)

15. P. takes K's B.
 16. K. to K's 2nd.
 17. Q. takes B.
 18. K. to K's sq.

No play could now save Black's game.

If—

19. R. to K. B's 7th (ch.)
 20. Q. takes P. (ch.)
 21. Q. to Q's 7th (mate.)

18. K. to B's sq.
 19. K. to K's sq.
 20. K. to Q's sq.

And if—

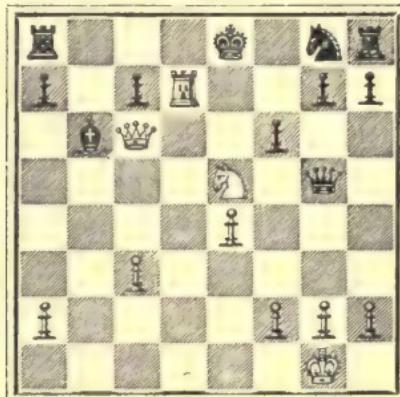
19. Q. takes P. (ch.)
 20. R. to Q's 5th (ch.)
 21. R. takes Q.

18. K. to K's 3rd.
 19. K. takes Kt.
 20. K. to B's 5th.

Winning easily.

19. Q. takes Q. B's P.

BLACK.



WHITE.

19. Q. takes Kt.

The position is peculiar; Black has two pieces more than his antagonist, but White has a forced won game.

If—

20. R. to Q's sq. (ch.)
 21. Q. to Q's 7th (ch.)
 22. Q. to Q. B's 7th (mate.)

19. Q. to Q. B's 8th (ch.)
 20. K. to K's 2nd or (A.)
 21. K. to B's sq.

(A.)

21. Q. takes Q's R. (ch.)
 22. Q. to Q's 8th (ch.)
 23. Q. to Q's 7th (ch.)
 24. Q. to K. B's 5th (mate.)

20. K. to B's sq.
 21. K. to K's 2nd,
 22. K. to K's 3rd,
 23. K. takes Kt.

20. R. takes Q. B's P. (ch.)

20. K. to B's sq.

21. Q. takes R. (ch.)

21. Q. to K's sq.

22. R. to Q. B's 8th.

22. Q. takes R.

- | | |
|-----------------------|------------------------|
| 23. Q. takes Q. (ch.) | 23. K. to B's 2nd. |
| 24. P. to Q. B's 4th. | 24. P. to K. Kt's 4th. |
| 25. P. to Q. B's 5th. | 25. B to R's 4th. |
| 26. P. to Q. B's 6th. | |

And Mr. Lichtenhein resigns.

KING'S KNIGHT'S GAMBIT.

Mr. Morphy and Mr. Ware.

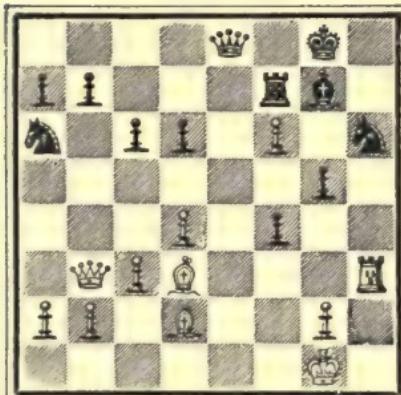
[Remove White's Q's Kt.]

WHITE. (Mr. M.)	BLACK. (Mr. W.)
1. P. to K's 4th.	1. P. to K's 4th.
2. P. to K. B's 4th.	2. P. takes P.
3. Kt. to B's 3rd.	3. P. to K. Kt's 4th.
4. K. B. to Q. B's 4th.	4. B. to K. Kt's 2nd.
5. P. to K. R's 4th.	5. P. to K. R's 3rd.
6. P. to Q's 4th.	6. P. to Q's 3rd.
7. P. to Q. B's 3rd.	7. Q. to K's 2nd.
8. Castles.	8. Q. B. to K. Kt's 5th.
9. Q. to Q. Kt's 3rd.	9. P. to Q. B's 3rd.
10. Q. B. to Q's 2nd.	10. B. takes Kt.
11. R. takes B.	11. K. Kt. to B's 3rd.
12. Q. R. to K's sq.	12. K. Kt. to Kt's 5th.
13. Q. R. to K. B's sq.	13. Castles.
14. P. takes P.	14. P. takes P.
15. K. B. to Q's 3rd.	15. K. Kt. to R's 3rd.
16. K. R. to R's 3rd.	16. Q. Kt. to R's 3rd.
17. Q. to Q's sq.	17. P. to K. B's 4th.
18. Q. to Q. Kt's 3rd (ch.)	18. K. R. to B's 2nd.
19. Q. R. to K's sq.	19. Q. to Q's 2nd.
20. P. takes P.	20. Q. R. to K's sq.

Black should have retaken Pawn with Kt.

- | | |
|-----------------------|-----------------|
| 21. R. takes R. (ch.) | 21. Q. takes R. |
| 22. P. to K. B's 6th. | |

BLACK.



WHITE.

22. P. to Q's 4th.

Black could not escape without some loss, but 22. B. to B's sq would have been the correct play, as that would only have involved the sacrifice of the exchange.

23. P. takes B.

23. K. takes P.

24. Q. to Q's sq.

24. P. to K. Kt's 5th.

25. R. takes Kt.

This sacrifice forces the game.

25. K. takes R.

26. Q. takes Kt's P.

26. R. to K. B's 3rd.

27. Q's B. takes P. (ch.)

27. R. takes B.

28. Q. takes R. (ch.)

And Mr. Morphy wins.

Black resigned at this point, foreseeing that his adversary could compel the exchange of the two remaining pieces, and win by means of his extra Pawn.

SICILIAN OPENING.

Mr. Morphy and Dr. H. Richardson.

[Remove White's Q's Kt.]

WHITE. (Mr. M.)

1. P. to K's 4th.

2. P. to K. B's 4th.

BLACK. (Mr. R.)

1. P. to Q. B's 4th.

2. P. to Q's 3rd.

- | | |
|-----------------------|-----------------------|
| 3. Kt. to K. B's 3rd. | 3. Kt. to Q. B's 3rd. |
| 4. P. to Q. B's 3rd. | 4. P. to K's 3rd. |
| 5. P. to Q's 4th. | 5. P. takes Q's P. |
| 6. P. takes P. | 6. K. B. to K's 2nd. |
| 7. K. B. to Q's 3rd. | 7. Kt. to K. B's 3rd. |
| 8. Castles. | 8. Castles. |
| 9. P. to K's 5th. | 9. P. takes P. |
| 10. B's P. takes P. | 10. Kt. to Q's 4th. |
| 11. Q. B. to Q's 2nd. | 11. P. to K. B's 3rd. |
| 12. Q. to K's 2nd. | 12. P. takes P. |
| 13. Kt. takes P. | 13. Kt. takes Kt. |

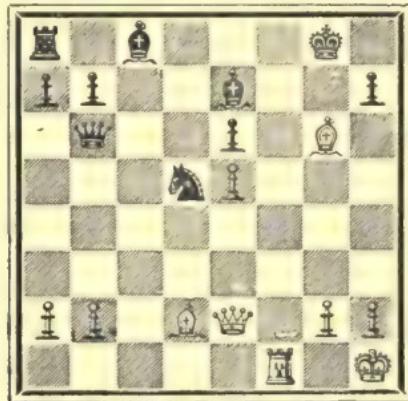
Had Black captured the Q's P. with Kt., White would have obtained a strong attack by sacrificing his K's B.

- | | |
|-------------------|-----------------------------|
| 14. P. takes Kt. | 14. Q. to Q. Kt's 3rd (ch.) |
| 15. K. to R's sq. | 15. R. takes R. (ch.) |
| 16. R. takes R. | 16. P. to K. Kt's 3rd. |

Fearing 17. Q. to K. R's 5th, &c. This was, in fact, Black's only move. 16. Q. to Q's 5th would not have answered, as in that case White could move 17. Q. to K. R's 5th, leaving the Bishcp *en prise*, and winning immediately.

17. B. takes Kt's P.

BLACK.



WHITE.

- | | |
|------------------------|------------------------|
| 18. Q. to K. Kt's 4th. | 17. P. takes B. |
| 19. Q. to K. R's 3rd. | 18. K. to Kt's 2nd. |
| | 19. P. to K. Kt's 4th. |

- | | |
|----------------------------|------------------------|
| 20. Q. to K. R's 5th. | 20. Kt. to K. B's 5th. |
| 21. B. takes Kt. | 21. P. takes B. |
| 22. R. takes P. | 22. Q. to Q's sq. |
| 23. R. to K. B's 7th (ch.) | 23. K. to Kt's sq. |
| 24. Q. to R's 7th. | |

Checkmate.

For the next fifteen games the Editor is indebted to the "Book of the First American Chess Congress." The interesting notes on these games, which appeared in the volume mentioned, are also incorporated with the text of the *parties*, whilst a few additional remarks of the Editor's own are subjoined in foot notes. A more particular interest attaches itself to these games on account of the circumstance of their having been the first contests publicly engaged in by Mr. Morphy, and which had the effect of originally conferring upon him that prestige and renown which he has since so wonderfully sustained and augmented.

GAME I.—GIUOCO PIANO.

Mr. Morphy and Mr. Thompson.

WHITE. (Mr. T.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3ra.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to Q's 3rd.	4. K. Kt. to B's 3rd.

This is perhaps a little better than the usual move of 4. P. to Q's 3rd.¹

- | | |
|-----------------------|----------------------|
| 5. Q. Kt. to B's 3rd. | 5. P. to K. R's 3rd. |
| 6. Q. Kt. to K's 2nd. | |

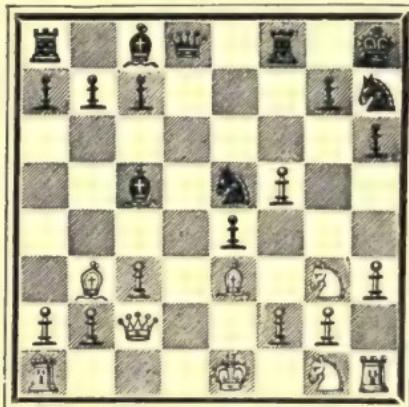
A manœuvre first introduced by Mr. Stanley.

- | | |
|----------------------|--------------------------------|
| 7. P. to Q. B's 3rd. | 6. P. to Q's 3rd. ¹ |
| 8. P. to K. R's 3rd. | 7. Castles. |
| | 8. K. to R's sq. |
-

¹ P. to Q's 4th, or Castling, would also have been good.

- | | |
|----------------------------------|------------------------|
| 9. Kt. to Kt's 3rd. ¹ | 9. K. Kt. to R's 2nd. |
| 10. Q. to B's 2nd. ² | 10. P. to B's 4th. |
| 11. P. takes P. | 11. P. to Q's 4th. |
| 12. B. to Kt's 3rd. | 12. P. to K's 5th. |
| 13. P. takes P. ³ | 13. P. takes P. |
| 14. Kt. to Kt's sq. ⁴ | 14. Q. Kt. to K's 4th. |
| 15. Q. B. to K's 3rd. | |

BLACK.



WHITE.

¹ Bringing the Q. Kt. to K. Kt's 3rd, although generally advantageous, is here most unwise. Black played his King with the evident intention of presently throwing forward his P. to K. B's 4th, the danger from which is greatly increased by White's playing as in the text. We think ² 9. P. to K. Kt's 4th would have been much preferable.

² Probably with a view to the following :—

- | | |
|-----------------------|------------------------|
| 10. P. to K. B's 4th. | 11. P. takes P. |
| 11. Q's B. takes P. | 12. Kt. takes B. |
| 12. R. takes Kt. | 13. P. to Q's 4th, &c. |

White, however, appears to have quite overlooked Black's 11th move of P. to Q's 4th. Instead of playing his Q. to B's 2nd, he should have brought out his Q. B. to K's 3rd.

³ White has now a most difficult game. His position is altogether exposed, whilst it is utterly impossible for him to meet the threatened danger by any counter attack. In this emergency we think his best course would have been to give up a piece at once by 13. Kt. takes K's P., since he would then have obtained three Pawns for his Kt., with, at least, temporary security.

⁴ Directly fatal. Kt. to R's 2nd was the only play affording the slightest chance of resisting Black's terrible attack.

- | | |
|----------------------|------------------------------|
| 16. K. to K's 2nd. | 15. Q. Kt. to Q's 6th (ch.) |
| 17. P. takes B. | 16. B. takes B. |
| 18. Kt. takes K's P. | 17. Q. to R's 5th. |
| 19. Q. takes Kt. | 18. Q. takes Kt. |
| 20. K. to Q's sq. | 19. Q. takes Kt's P. (ch.) |
| 21. Q. to K's 2nd. | 20. B. takes P. ¹ |
| | 21. Q. takes R. |

And White resigns.

GAME II.—SICILIAN OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. K. Kt. to B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. B. to K's 3rd.
6. Kt. to Q. B's 3rd.
7. B. to Q's 3rd.
8. B. to Q. Kt's 5th.
9. P. takes P.
10. Kt. takes P.
11. Kt. takes K's Kt. (ch.)⁴
12. P. to Q. B's 3rd.
13. Castles.
14. Q. to R's 4th.
15. Q. R. to Q's sq.⁵

BLACK. (Mr. T.)

1. P. to Q. B's 4th.
2. Q. Kt. to B's 3rd.
3. P. takes P.
4. P. to K's 3rd.
5. B. to K's 2nd.
6. P. to K. R's 3rd.²
7. P. to Q's 4th.
8. B. to Q's 2nd.³
9. P. takes P.
10. Kt. to B's 3rd.
11. B. takes Kt.
12. Castles.
13. Q. to B's 2nd.
14. K. R. to K's sq.
15. R. to K's 5th.

¹ We have here an illustration of a striking and important characteristic of Mr. Morphy's play; he is not content with gaining even a Rook, but exacts to the very utmost the advantages obtainable from his attack.

² As there is no object in the advance of the K. R's P. here, it is mere loss of time.

³ This costs a Pawn. Black's only move to avoid loss was 8. Q. to Q's 3rd, and even then White would have a fine game by replying with Q. to K. B's 3rd.

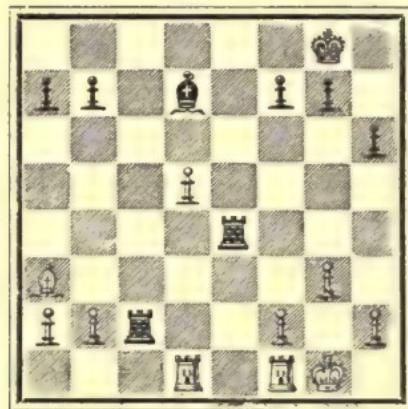
⁴ B. takes Kt., and then, if the Q. Kt's P. re-took, Kt. takes B. would perhaps have been stronger.

⁵ Intending to take the Kt. with Kt., and then, if Black answered with P. takes Kt., to play R. takes B., &c.

- | | |
|------------------------------------|---------------------------------|
| 16. B. takes Kt. | 16. B. takes B. |
| 17. Q. to B's 2nd. | 17. B. to K's 4th. ¹ |
| 18. P. to K. Kt's 3rd. | 18. B. takes Kt. |
| 19. P. takes B. | 19. Q. to K's 2nd. ² |
| 20. P. to Q's 5th. | 20. B. to Q's 2nd. |
| 21. B. to Q. B's 5th. ³ | 21. Q. R to Q. B's sq. |
| 22. B. takes Q. | 22. R. takes Q. |
| 23. B. to R's 3rd. | 23. P. to Q. Kt's 4th. |

We subjoin a diagram of the position at this point. Instead of advancing his P. to Q. Kt's 4th we think Black ought to have played B. to K. Kt's 5th, by which he would probably have drawn the game:

BLACK.



WHITE.

Suppose Black had now played—

23. B. to K. Kt's 5th.

If now White plays P. to K. B's 3rd, the answer would be K. R. to K's 7th, winning, therefore—

- | | |
|-------------------------------|---|
| 24. K. R. to K's sq., or (A.) | 24. B. takes R. |
| 25. R. takes R. | 25. B. to K. B's 6th, winning
the Q's P. |

(If White play 25. R. takes B., the reply would be Q. R. to Q. B's 5th, &c.)

¹ R. to K. R's 5th looks strong, but would not have been good play.

² If—

20. P. to Q's 5th.
21. Q. takes R., &c.

³ Very well played.

19. Q. to Q's 2nd.

20. B. takes P.

(A.)

24. Q. R. to K's sq., or (B.)

25. P. to Q's 6th.

And Black has the advantage.

(B.)

24. Q. R. to Q. B's sq.

25. P. to Q's 6th.

26. K. R. to K's sq.

27. Q. R. to Q. B's 7th.

28. K. R. to Q. B's sq.

29. K. R. to K. or K. B's sq.

30. Q. R. to Q. B's sq.

24. K. R. to Q's 5th.

25. P. to Q. Kt's 4th.

And Black has the advantage.

24. Q. R. to Q's 7th.

25. P. to Q. Kt's 3rd.

26. B. to K's 7th.

27. B. to K. B's 6th.

28. K. R. to Q's 5th.

29. Q. R. to Q's 8th.

30. Q. R. to Q's 7th.

And we do not see how White can do more than draw the game. There are many more variations from this position, but in every case the result appears the same.

24. K. R. to K's sq.

25. P. to K. B's 3rd.

26. R. takes R.

27. P. to Q's 6th.

28. B. to Q. B's 5th.

29. R. to K's 7th.

30. B. takes P.

31. R. takes B.

32. R. to Q. Kt's 7th.

33. K. to B's 2nd.

34. R. takes Q. Kt's P.

35. K. to K's 3rd.

24. P. to K. B's 4th.

25. R. takes R. (ch.)

26. R. to Q's 7th.

27. P. to Q. R's 4th.

28. P. to Q. Kt's 5th.

29. R. to Q's 4th.

30. P. takes B.

31. K. to B's sq.

32. R. to Q's 5th.

33. R. takes Q's P.¹

34. R. to Q's 7th (ch.)

35. R. takes K. R's P

White could well afford to gain time by the sacrifice of this Pawn.

36. P. to R's 4th.

37. P. to R's 5th.

38. R. to Q. R's 4th.

39. P. to Q. Kt's 4th.

40. P. to Kt's 5th.

41. P. to R's 6th.

42. P. to Kt's 6th.²

36. R. to Q. B's 7th.

37. R. to Q. B's 4th.

38. K. to K's 2nd.

39. R. to Q. B's sq.

40. R. to Q. Kt's sq.

41. K. to Q's 2nd.

42. K. to B's 3rd.

¹ He evidently could not safely win the Q. Kt's P., for if—

33. R. to Q's 7th (ch.)

34. K. to K's 3rd.

34. R. takes Q. Kt's P.

35. R. to Q. Kt's 8th (ch.)

35. K. to B's 2nd.

36. P. to Q's 7th, and wins.

² The termination is ably and accurately played by Mr. Morphy

43. P. to Kt's 7th.
44. P. to R's 7th,

All this is sure to win in the end.

45. K. to B's 4th.
46. P. to R's 8th, Queen's (ch.)
47. R. takes R.
48. K. takes P.
43. K. to Kt's 3rd.
44. R. to K's sq. (ch.)
45. K. takes Kt's P.
46. R. takes Q.
47. K. takes R.

And White wins.

GAME III.—GIUOCO PIANO.

Between the same players.

WHITE. (Mr. T.)	BLACK. (Mr. M.)
1. P. to K's 4th.	1. P. to K's 4th.
2. K. Kt. to B's 3rd.	2. Q. Kt. to B's 3rd.
3. B. to B's 4th.	3. B. to B's 4th.
4. P. to Q. B's 3rd.	4. K. Kt. to B's 3rd.
5. P. to Q's 3rd.	

Lewis is undecided whether this or 5. P. to Q's 4th be the better move, the "Handbuch" says that the centre Pawns obtained by 5. P. to Q's 4th cannot be maintained.

6. P. to K. R's 3rd.	5. P. to Q's 3rd.
7. B. to Kt's 3rd.	6. B. to K's 3rd.

This seems to lose time; he ought rather to have exchanged Bishops.

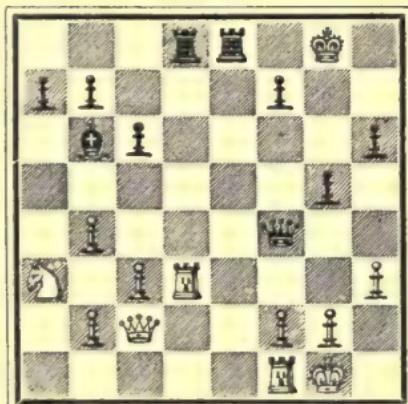
8. P. takes P. ¹	7. P. to Q's 4th.
8. K. Kt. takes Q's P. would have been equally good.	8. Q's B. takes P.
9. Castles.	9. Castles.
10. B. to K. Kt's 5th.	10. B. takes B.
11. P. takes B.	11. P. to K. R's 3rd.
12. B. to K. R's 4th.	12. P. to K. Kt's 4th.
13. B. to Kt's 3rd.	13. P. to K's 5th.

¹ The move of 8. Q. to K's 2nd deserves consideration We think it would have been stronger than taking the Q's P.

14. Kt. to K's 5th.
15. B. takes Kt.
16. B. takes Kt.
17. Q. takes P.
18. Q. to Q. B's 2nd.
19. P. to Q. Kt's 4th.
20. Kt. to R's 3rd.
21. Q. R. to Q's sq.
22. Q. R. to Q's 3rd.*

This is not a good move ; Black, however, has already the better game let White play as he may.

BLACK.



WHITE.

14. Kt. takes Kt.
 15. P. takes P.
 16. Q. takes B.
 17. Q. R. to Q's sq.
 18. K. R. to K's sq.
 19. B. to Kt's 3rd.
 20. Q. to K. B's 5th.¹
 21. P. to Q. B's 3rd.
-
22. B. takes B's P. (ch.)
 23. R. takes R.*
 24. R. to K's 6th.
 25. K. to Kt's 2nd.
 26. Q. takes Q.

¹ The whole of this game is admirably played by Mr. Morphy.

² This loses a Pawn. In any case, however, the position was much in Black's favour.

³ B. to K. Kt's 6th might also have been played at this point, but the move in the text is perhaps somewhat stronger.

⁴ If instead of this White had played Q. to Q's 7th, with the view of stopping the advance of Black's K. Kt's P., and also for the purpose of winning the Pawns on the Queen's side, he would have lost the game immediately.

27. P. takes Q.
 28. Kt. to Q. B's 4th.
 29. R. takes R.
 30. Kt. to Q. R's 5th.
 31. Kt. takes Kt's P.
 32. Kt. to Q's 8th.
 33. Kt. to Q. B's 6th.
 34. P. takes P.
 35. P. to K. Kt's 4th.
 36. Kt. to Q's 8th.
 37. K. to Kt's 2nd.
 38. K. to B's 3rd.
 39. K. to K's 2nd.
 40. K. to Q's 3rd.
 41. Kt. to K. B's 7th.
 42. K. to Q. B's 2nd.²
27. R. to K's 7th.
 28. R. to K's 8th.¹
 29. B. takes R.
 30. B. takes Kt's P.
 31. K. to B's 3rd.
 32. P. to Q. B's 4th.
 33. K. to K's 3rd.
 34. B. takes P.
 35. K. to Q's 4th.
 36. P. to K. B's 3rd.
 37. P. to Q. R's 4th.
 38. P. to Q. R's 5th.
 39. B. to Q's 5th.
 40. B. takes Kt's P.
 41. B. to K's 4th.

It is evident that he cannot capture the K. R's P.

42. K. to Q. B's 5th.
 43. Kt. to Q's 8th.
 44. Kt. to Q. Kt's 7th.
 45. Kt. to Q. R's 5th (ch.)
 46. Kt. to Q. Kt's 3rd.
43. P. to Q. R's 6th.
 44. P. to Q. R's 7th.
 45. K. to Q. Kt's 5th
 46. K. to Q. R's 6th.

And Mr. Morphy wins.

GAME I.—RUY LOPEZ KNIGHT'S GAME.

Mr. Morphy and Mr. Meek.

WHITE. (Mr. Meek.)

1. P. to K's 4th.
 2. Kt. to K. B's 3rd.
 3. B. to Q. Kt's 5th.

BLACK. (Mr. M.)

1. P. to K's 4th.
 2. Kt. to Q. B's 3rd.
 3. K. Kt. to B's 3rd.

26. Q. to Q's 7th.

26. B. to K. Kt's 6th.

27. R. to K. Kt's sq.

27. Q. to K. B's 7th.

28. Q. takes Q. Kt's P.

28. Q. takes R. (ch.)

And mates next move.

¹ Assuredly the most simple and efficacious mode of forcing the victory.

² He was obliged to make this move in order to prevent the immediate advance of Black's Q. R's P.

4. P. to Q's 3rd.
5. P. to B's 3rd.

4. B. to B's 4th.
5. P. to Q's 3rd.

The "Leitfaden," p. 101, correctly remarks that this move is not so strong as 5. Q. to K's 2nd, which leads to the following:—

6. Castles.
7. P. to Q's 4th.

5. Q. to K's 2nd.
6. Castles.
7. K. B. to Q. Kt's 3rd.

And the game is perfectly even.

6. P. to Q. Kt's 4th.

He should have played 6. F. to Q's 4th, and the game would probably have been carried on in the following manner:—

6. P. to Q's 4th.
7. P takes P.
8. K. to B's sq.

6. P. takes P.
7. B. to Q. Kt's 5th (ch.)

And White has the better game.

7. P. to Q. R's 4th.
8. B. to Q. B's 4th.
9. B. takes B.
10. Castles.
11. Kt. to Kt's 5th.
12. K. to R's sq.¹
13. K. Kt. to R's 3rd.
14. B. to Q. R's 3rd.
15. P. to Q. Kt's 5th.²
16. B. to Kt's 2nd.
17. P. to Q's 4th.
18. B's P. takes P.
19. Q. Kt. to B's 3rd.
20. P. takes P.
21. Q. to K's 2nd.
22. Kt. takes P.
23. Q. takes Kt.

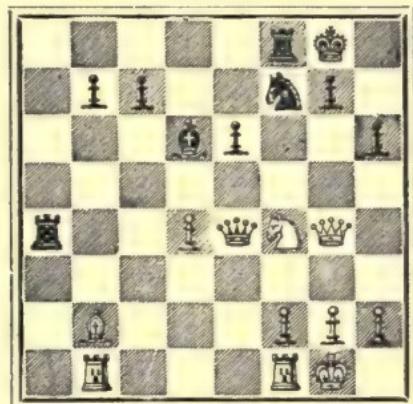
6. B. to Kt's 3rd.
7. P. to Q. R's 3rd.
8. B. to K's 3rd.
9. P. takes B.
10. Castles.
11. Q. to K's 2nd.
12. P. to K. R's 3rd.
13. P. to Q's 4th.
14. Kt. to Q's sq.
15. B. to Q. B's 4th.
16. Q's P. takes P.
17. K's P. takes P.
18. B. to Q's 3rd.
19. P. takes P.
20. Kt. to K. B's 2nd.
21. Q. to Q's 2nd.
22. Kt. takes Kt.
23. Q. takes P.

¹ White labours under a great disadvantage through the common fault of having allowed all his Queen's pieces to remain inactive at home.

² White's last move of B. to Q. R's 3rd was very good play, but he should have followed it up now with P. to K. B's 4th, or Q. Kt. to Q's 2nd. His premature advance of the Q. Kt's P. gives Black an immediate advantage.

- | | |
|-------------------------------------|-----------------------|
| 24. Q. R. to Kt's sq. | 24. Q. to Q's 4th. |
| 25. Q. to K. Kt's 4th. | 25. Q. R. to R's 5th. |
| 26. Kt. to K. B's 4th. ¹ | 26. Q. to K's 5th. |

BLACK.



WHITE.

- | | |
|-------------------|------------------|
| 27. B. to B's sq. | 27. B. takes Kt. |
|-------------------|------------------|

Black might also have played 27. Q. takes Q's R., with perfect safety.

- | | |
|-----------------------|-----------------|
| 28. B. takes B. | 28. R. takes P. |
| 29. Q. to K. R's 3rd. | 29. Q. takes B. |

And wins.

¹ This loses a piece and renders further resistance quite useless. Playing his P. to K. B's 4th, instead of moving the Knight, would have been better, but even then Black would have retained a marked superiority.

GAME II.—FRENCH OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.

BLACK. (Mr. Meek.)

1. P. to K's 3rd.
2. P. to K. Kt's 3rd.

This transformation of the French Opening into a sort of irregular Fianchetto is hardly so commendable as the usual move of 2. P. to Q's 4th.

- | | |
|-----------------------|---------------------------------|
| 3. B. to Q's 3rd. | 3. B. to Kt's 2nd. |
| 4. B. to K's 3rd. | 4. Kt. to K's 2nd. |
| 5. Kt. to K's 2nd. | 5. P. to Q. Kt's 3rd. |
| 6. Kt. to Q's 2nd. | 6. B. to Kt's 2nd. ¹ |
| 7. Castles. | 7. P. to Q's 4th. |
| 8. P. to K's 5th. | 8. Castles. |
| 9. P. to K. B's 4th. | 9. P. to K. B's 4th. |
| 10. P. to K. R's 3rd. | 10. Kt. to Q's 2nd. |
| 11. K. to R's 2nd. | 11. P. to Q. B's 4th. |
| 12. P. to Q. B's 3rd. | 12. P. to Q. B's 5th. |
| 13. B. to Q. B's 2nd. | 13. P. to Q. R's 3rd. |

Uncalled for, and therefore a loss of time.

14. Q. Kt. to K. B's 3rd. . 14. P. to K. R's 3rd.
15. P. to K. Kt's 4th.

Perfectly safe, and in our opinion the best move on the board. It is too much the fashion to denounce this move as risky.

- | | |
|--------------------------------|--------------------------|
| 16. K. R. to Kt's sq. | 15. K. to R's 2nd. |
| 17. Q. to K's sq. ² | 16. K. R. to Kt's sq. |
| 18. Q. Kt. to K. R's 4th. | 17. K. Kt. to Q. B's 3rd |
| 18. Q. Kt. to K. R's 4th. | 18. Q. to K. B's sq. |

White's attack undoubtedly looks threatening, and with correct after-play on both sides should determine the day in his favour. Black might, however, have opposed a much firmer and longer resistance. 18. Q. Kt. to B's sq. was probably the best move at his command.

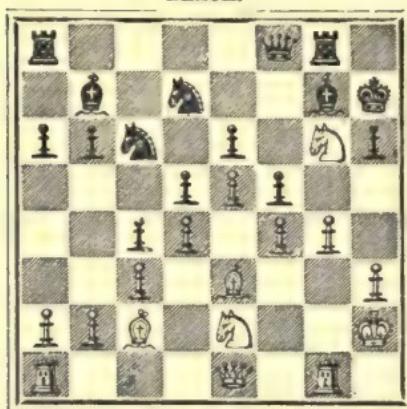
19. Kt. takes Kt's P.

From this point White's game is to all intents and purposes won. The forces after White's 19th move present this appearance.

¹ The position now is certainly picturesque, White's powerful phalanx in the centre, however, looks ominously threatening.

² The gradual development of White's attack is most skilfully managed.

BLACK.



WHITE.

19. K. takes Kt.

If—

20. Kt's P. takes P.
21. Kt. to K. R's 4th.
22. Kt. takes B's P.
23. Kt. to Kt's 3rd.

19. Q. to K. B's 2nd.
20. K's P. takes P.
21. Kt. to K's 2nd.
22. Kt. takes Kt.

And White will win easily.

- | | |
|----------------------------|--------------------------|
| 20. P. takes P. (ch.) | 20. K. to B's 2nd. |
| 21. P. takes P. (ch.) | 21. K. takes P. |
| 22. P. to B's 5th (ch.) | 22. K. to K's 2nd. |
| 23. Q. to K. R's 4th (ch.) | 23. K. to K's sq. |
| 24. P. to K. B's 6th. | 24. B. takes P. |
| 25. P. takes B. | 25. R. takes R. |
| 26. R. takes R. | 26. Q. Kt. takes B's P. |
| 27. B. to Kt's 6th (ch.) | 27. K. to Q's 2nd. |
| 28. B. to B's 5th (ch.) | 28. K. to K's sq. |
| 29. B. takes R's P. | 29. Q. to R's sq. |
| 30. R. to Kt's 7th. | 30. Q. Kt. to K. Kt's sq |

And White mates in three moves.



GAME III.—SCOTCH GAMBIT.

Between the same players.

WHITE. (Mr. Meek.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. P. to Q. B's 3rd.
5. Kt. takes P.

A much better move is 5. K. B. to Q. Kt's 5th.

6. B. to Q. B's 4th.
7. P. to K. R's 3rd.

White neglected to profit by his adversary's hasty play ; he should have moved 7. Q. to Q. Kt's 3rd.

8. B. to Q. Kt's 5th.
9. K. Kt. to Kt's 5th.
10. Q. to K. R's 5th.
11. K. Kt. to B's 3rd.
12. P. to K. Kt's 4th.
13. Kt. takes Kt.
14. P. to K. Kt's 5th.
15. B. to K's 3rd.
16. B. takes B.

BLACK. (Mr. M.)

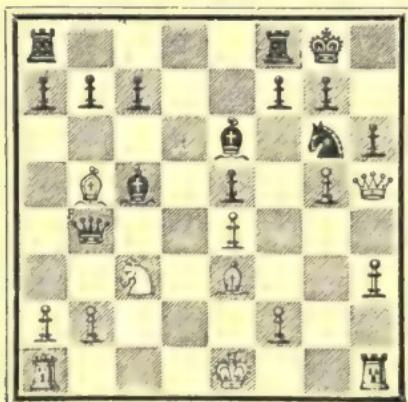
1. P. to K's 4th.
2. Kt. to Q. B's 3rd.
3. P. takes P.
4. P. takes P.
5. B. to B's 4th.

6. P. to Q's 3rd.

7. B. to K's 3rd.
8. K. Kt. to K's 2nd.
9. Castles.
10. P. to K. R's 3rd.
11. K. Kt. to Kt's 3rd.
12. Q. Kt. to K's 4th.
13. P. takes Kt.
14. Q. to Q's 5th.
15. Q. to Q. Kt's 5th.

We give a diagram of the situation, by which the reader can judge whether White had any better move at this point :—

BLACK.



WHITE.

- | | |
|--------------------------------|----------------------------------|
| 17. Castles. | 16. Q. takes Q. Kt's P. |
| 18. B. takes R. | 17. Q. takes Kt. |
| 19. Q. R. to Q. B's sq. | 18. R. takes B. |
| 20. B. to Q. B's 4th. | 19. Q. to K's 7th. |
| 21. Q. to Q's sq. ¹ | 20. Kt. to K. B's 5th. |
| 22. K. to Kt's 2nd. | 21. Kt. takes R's P. (ch.) |
| 23. K. to R's sq. | 22. Kt. to B's 5th (ch.) |
| 24. Kt's P. takes P. | 23. Q. to Kt's 3rd. ² |
| 25. P. to R's 7th (ch.) | 24. B. takes B. |
| 26. Q. to K. Kt's 4th. | 25. K. takes P. |

If White had ventured to capture the Bishop on this or the preceding move, he would have been checkmated in four moves.

- | | |
|--------------------|----------------------------|
| 27. K. to Kt's sq. | 26. Q. to K. R's 3rd (ch.) |
| 28. R. takes B. | 27. B. takes R. |
| 29. P. to R's 4th. | 28. R. to Q's sq. |
| 30. P. to B's 3rd. | 29. R. to Q's 3rd. |
| 31. K. to B's 2nd. | 30. R. to K. Kt's 3rd. |

And Mr. Morphy mates in three moves.

GAME I.—QUEEN'S GAMBIT REFUSED.

Mr. Morphy and Mr. Lichenhein.

- WHITE. (Mr. L.)**
- P. to Q's 4th.
 - P. to Q. B's 4th.
 - Kt. to Q. B's 3rd.
 - Kt. to K. B's 3rd.
 - P. to K's 3rd.

- BLACK. (Mr. M.)**
- P. to Q's 4th.
 - P. to K's 3rd.
 - Kt. to K. B's 3rd.
 - P. to Q. B's 4th.
 - Kt. to Q. B's 3rd.

¹ Had he moved the Q. to K. R's 4th, Black would have gained an overpowering advantage immediately, e.g.—

21. Q. to K. R's 4th.	21. R's P. takes P.
22. Q. to K. Kt's 3rd (best.)	22. B. takes B.

Threatening to check King and Queen with his Kt. at K's 7th, and having a winning attack.

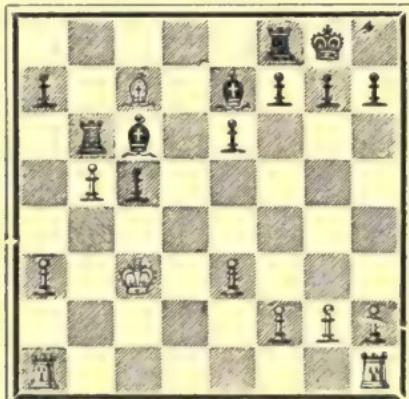
² For the purpose of bringing the Queen over to the King's side A well conceived and decisive manœuvre.

- | | |
|--------------------------------------|-----------------------|
| 6. P. to Q. R's 3rd. | 6. B. to Q's 3rd. |
| 7. Q's P. takes P. | 7. B. takes P. |
| 8. P. to Q. Kt's 4th. | 8. B. to Q's 3rd. |
| 9. B. to Kt's 2nd. | 9. Castles. |
| 10. Kt. to Q. Kt's 5th. ¹ | 10. B. to K's 2nd. |
| 11. Q. Kt. to Q's 4th. | 11. Kt. to K's 5th. |
| 12. Kt. takes Kt. ² | 12. P. takes Kt. |
| 13. B. to Q's 3rd. | 13. P. to Q. B's 4th. |
| 14. Kt. to Q's 2nd. ³ | 14. Kt. takes Kt. |
| 15. Q. takes Kt. | 15. Q's P. takes P. |
| 16. B. to K's 4th. | 16. Q. takes Q. (ch.) |
| 17. K. takes Q. | 17. R. to Kt's sq. |
| 18. B. to K's 5th. | |

He would have done better in the end if he had now taken measures to bring his Rooks into play.

- | | |
|------------------------------|-------------------------|
| 19. B. to Q. B's 6th. | 18. Q. R. to Kt's 4th. |
| 20. P. to Q. Kt's 5th. | 19. R. to Kt's 3rd. |
| 21. B. to B's 7th. | 20. Q. B. to Kt's 2nd. |
| 22. K. takes P. ⁴ | 21. P. to B's 6th (ch.) |
| | 22. B. takes B. |

BLACK.



WHITE.

¹ This looks a plausible move, but we believe that White would have done better by moving B. to Q's 3rd, or Q. to Q. B's 2nd.

² Here again B. to Q's 3rd would, we believe, have been better play.

³ It is clear that if he push on his Q. Kt's P., or Play P. takes Q. B's P., Black would advantageously check with his Queen at Q. R's 4th.

⁴ We doubt whether he would have improved his game by declining to take this Pawn.

- | | |
|---------------------------------|-------------------------------------|
| 23. B. takes R. | 23. B. to B's 3rd (ch.) |
| 24. K. to Q's 2nd. ¹ | 24. R's P. takes B. |
| 25. P. takes B. | 25. B. takes R. |
| 26. R. takes B. | 26. R. to Q. B's sq. |
| 27. P. to Q. R's 4th. | 27. R. takes P. |
| 28. P. to Q. R's 5th. | 28. P. takes P. |
| 29. R. takes P. | 29. P. to Kt's 3rd. |
| 30. P. to K. B's 3rd. | 30. K. to Q. Kt's 3rd. ² |
| 31. R. takes B's P. | |

And the game was eventually drawn.

GAME II.—IRREGULAR OPENING.

Between the same players.

WHITE. (Mr. L.)

1. P. to Q's 4th.
2. Kt. to Q. B's 3rd.
3. B. to K. Kt's 5th.
4. P. to K's 4th.
5. Kt. takes P.
6. B. takes Kt.
7. Q to R's 5th (ch.)
8. Kt. takes B. (ch.)
9. Q. to K's 5th.
10. P. takes Q.
11. Castles.
12. Kt. to K. R's 3rd.
13. K. R. to Kt's sq.
14. P. to K. B's 4th.
15. P. to K. Kt's 3rd.
16. B. to Kt's 2nd
17. P. takes P.

BLACK. (Mr. M.)

1. P. to K. B's 4th.
2. Kt. to K. B's 3rd.
3. P. to K's 3rd.
4. P. takes P.
5. B. to K's 2nd.
6. B. takes B.
7. P. to K. Kt's 3rd.
8. Q. takes Kt.
9. Q. takes Q.³
10. P. to Q. Kt's 3rd
11. B. to Kt's 2nd.
12. K. R. to B's sq.
13. Kt. to Q. B's 3rd.
14. K. to K's 2nd.
15. P. to Q's 3rd.
16. P. takes P.
17. R. to B's 4th.

¹ Evidently his best move.

² This was no doubt a slip, Black imagining that if his Pawn were captured he could win the adverse K. Kt's P. in return, and overlooking the fact that when his Rook checks White would interpose. He had better have played K. to Kt's 2nd, and ought then, we think, to have won the game by means of his extra Pawn.

³ Playing R. to K. B's sq. appears to us slightly preferable.

18. K. R. to K's sq. 18. R. to Q's sq.¹
 19. P. to K. Kt's 4th.

Apparently the best move.

- | | |
|--------------------|------------------------|
| 20. K. takes R. | 19. R. takes R. (ch.) |
| 21. B. takes Kt. | 20. R. to K. B's sq. |
| 22. K. to Q's 2nd. | 21. B. takes B. |
| 23. R. to K's 3rd. | 22. P. to K. R's 3rd. |
| | 23. P. to K. Kt's 4th. |

This confines the Knight until Black is enabled to make an advantageous exchange of Rooks.

- | | |
|---------------------------------|-----------------------|
| 24. P. to Q. Kt's 3rd. | 24. R. to K. B's 8th. |
| 25. R. to K's sq. | 25. R. takes R. |
| 26. K. takes R. | 26. B. to K's 5th. |
| 27. K. to Q's 2nd. ² | |

If he moves 27. P. to B's 4th, Black plays 27. B. to Kt's 8th, &c.

- | | |
|-----------------------|------------------------|
| 28. P. to Q. B's 4th. | 27. K. to Q's 2nd. |
| 29. Kt. to B's 2nd. | 28. K. to B's 3rd. |
| 30. Kt. to Q's sq. | 29. B. to Q. Kt's 8th. |

White, who has thus far conducted the game with commendable prudence and circumspection, fails to see his adversary's intention of sacrificing the Bishop.

30. B. takes R's P.

It would require a lengthy analysis to determine whether, in thus giving up the Bishop for two Pawns, Black opened a certain path to victory. White, at any rate, could not hope for more than a drawn

¹ R. to K. R's 4th looks a good move, but would be attended with some disadvantage, e.g.,—

- | | |
|------------------------|-----------------------|
| 19. Kt. to K. B's 4th. | 18. R. to K. R's 4th. |
| 20. R. to K. R's sq. | 19. R. takes R's P. |
| 21. R. takes R. | 20. R. takes R. |

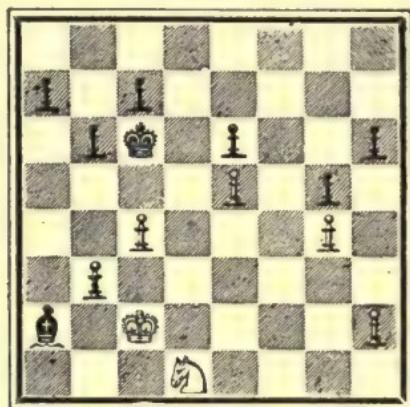
And as Black cannot now save his own K. R's P., the game is much in White's favour.

² Had he played P. to Q. B's 4th at this point, Black would evidently have won a Pawn by B. to Q. Kt's 8th, &c. He might, however, have moved P. to Q. B's 3rd, then P. to Q. R's 3rd, and P. to Q. Kt's 4th, and afterwards Kt. to K. B's 2nd, by which he ought to have drawn the game.

game. The two combatants afterwards played several back games from this point, some of which were won by Black, and some were drawn.

31. K. to B's 2nd.

BLACK.



WHITE.

- | | |
|---------------------|-----------------------|
| 31. K. to B's 4th. | 32. B. takes P. (ch.) |
| 32. Kt. to B's 3rd. | 33. P. to Q. B's 3rd. |
| 33. K. takes B. | |
| 34. Kt. to K's 2nd. | |

And Mr. Morphy wins.

GAME I.—SICILIAN OPENING.

Mr. Morphy and Mr. Paulsen.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. P. to Q's 4th.
3. K. Kt. to B's 3rd.
4. Kt. takes P.
5. Kt. to Kt's 3rd.
6. Q. Kt. to B's 3rd.
7. B. to K. B's 4th.

BLACK. (Mr. P.)

1. P. to Q. B's 4th.
2. P. takes P.
3. P. to K's 3rd.
4. B. to B's 4th.
5. B. to Kt's 3rd.
6. K. Kt. to K's 2nd.
7. Castles.¹

¹ He would perhaps have done better by now playing P. to Q's 4th, in order to prevent the locking up of his pieces on the Q's side.

We should have preferred 7. P. to Q's 4th. By Castling at this point, Black allows the first player to post his Q's B. in a position which cramps his adversary's movements during the remainder of the game

- | | |
|--------------------|-----------------------------------|
| 8. B. to Q's 6th. | 8. P. to K. B's 4th. |
| 9. P. to K's 5th. | 9. P. to Q. R's 3rd. ¹ |
| 10. B. to K's 2nd. | 10. Q. Kt. to B's 3rd. |
| 11. Castles. | 11. R. to B's 2nd. ² |
| 12. K. to R's sq. | 12. P. to K. B's 5th. |

The advance of this P. was unadvisable, and ultimately led to its loss. Besides, it permits White to move his Q's Kt. advantageously.

- | | |
|--------------------------|-----------------------------------|
| 13. Q. Kt. to K's 4th. | 13. K. Kt. to B's 4th. |
| 14. K. B. to R's 5th. | 14. P. to K. Kt's 3rd. |
| 15. K. B. to Kt's 4th. | 15. Kt. to Kt's 2nd. ³ |
| 16. Q. to K. B's 3rd. | 16. P. to K. R's 4th. |
| 17. K. B. to R's 3rd. | 17. Q. to K. R's 5th. |
| 18. Kt. to B's 6th (ch.) | 18. K. to R's sq. |
| 19. Q. to K's 4th. | 19. Q. to K. Kt's 4th. |

The only method of defending the threatened Kt's P.

- | | |
|-------------------------------------|-----------------------|
| 20. P. to K. Kt's 3rd. | 20. P. to K. B's 6th. |
| 21. K. Kt. to Q's 2nd. ⁴ | |

¹ Instead of this Black might have safely played his B. to Q. B's 2nd, and then, if White answered with Kt. to Q. Kt's 5th, followed it up by playing Q. Kt. to Q. R's 3rd, &c. There is also another mode of play for Black, which we should have felt much disposed to venture, although it appears somewhat hazardous, viz.,—

9. Q. Kt. to Q. B's 3rd.

10. B. to K's 2nd.

We see no better move.

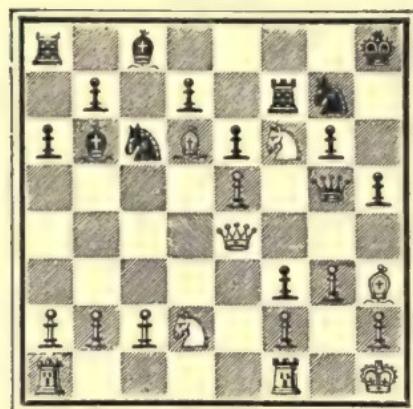
10. Kt. to K. Kt's 3rd; &c.

² The danger of giving up the exchange by playing Kt. to K. Kt's 3rd, as suggested in the previous note, would have been greater now, on account of Black's having lost an important move by the advance of his Q. R's P., but still we doubt whether it would not have been preferable to the course actually adopted.

³ We should rather have taken off the B., and then if White retook with K's P., played B. to Q. R's 2nd, or Kt. to K's 4th, &c.

⁴ Prettily played. It is clear the Kt. cannot be taken, on account of White's afterwards capturing the K. Kt's P. threatening mate and attacking the Rook.

BLACK.



WHITE.

- | | |
|---------------------------------|-----------------------|
| 21. B. to Q's sq. ¹ | 22. Kt. takes B's P. |
| 22. Q. to K. R's 3rd. | 23. K. R. to Kt's sq. |
| 23. B. takes Kt. | 24. P. takes B. |
| 24. Kt. to K's sq. ² | 25. B. to K. B's 4th. |
| 25. Kt. takes B's P. | |

Although this loses a piece at once, he had no move that was much better.

¹ If—

- 22. B. takes Kt.
- 23. Q. to K. B's 4th.
- 24. P. takes Q.
- 25. Kt. to K's 8th.

- 21. Kt. takes K's P.
- 22. P. to Q's 4th or (A.)
- 23. Q. takes Q.
- 24. B. to Q's sq.

And wins.

(A.)

- 22. P. to Q's 3rd or (B.)
- 23. Kt. takes K. B's P.
- 24. B. to K. B's 4th.

- 22. P. to Q's 3rd or (B.)
- 23. Q. to K. R's 3rd.

And must win.

(B.)

- 22. R. takes Kt.
- 23. R. takes Kt.
- 24. K. takes B.

White having an evident superiority.

² Taking the P. with Rook would have been less disadvantageous but we doubt whether any skill could possibly save Black's game from this point.

better. If 25. Q. to R's 2nd, White replies with 26. Kt. to Kt's 5th; and if 25. Q. to K. B's sq., White would capture the Kt's P.

- | | |
|-------------------------|------------------------|
| 26. Q. takes Kt. | 26. Q. takes B. |
| 27. Q. takes B. (ch.) | 27. R. takes Q. |
| 28. P. takes Q. | 28. R. takes P. |
| 29. Q. R. to Q. B's sq. | 29. R. takes K. B's P. |
| 30. R. to B's 8th (ch.) | 30. Kt. to Kt's sq. |

His best move, bad as it is.

- | | |
|--------------------------|------------------------|
| 31. Kt. to K's 5th. | 31. K. R. to Kt's 2nd. |
| 32. Kt. takes P. (ch.) | 32. K. to R's 2nd. |
| 33. Kt. to B's 8th (ch.) | 33. K. to R's 3rd. |

If 33. K. to R's sq., White would still play 34. Kt. takes Q's P.

- | | |
|----------------------|------------------------|
| 34. Kt. takes Q's P. | 34. R. takes Kt. |
| 35. Q's R. takes Kt. | 35. Q. R. takes B's P. |
| 36. B. takes K's P. | 36. K. R. to K's 2nd. |

And White mates in four moves.

GAME II.—RUY LOPEZ OPENING.

Between the same players.

- WHITE. (Mr. P.)
1. P. to K's 4th.
 2. K. Kt. to B's 3rd.
 3. B. to Kt's 5th.
 4. Castles.
 5. P. to Q's 4th.

- BLACK. (Mr. M.)
1. P. to K's 4th.
 2. Q. Kt. to B's 3rd.
 3. K. Kt. to B's 3rd.
 4. Kt. takes K's P.

The move usually given here is 5. K. R. to K's sq. Lange, however, recommends the method of play adopted in the text.

5. P. to Q. R's 3rd.

Lange thinks that both of the following replies to White's 5th move, 5. Q's Kt. takes P. and 5. K's P. takes P., give the first player an advantage; he therefore recommends 5. K. B. to K's 2nd. 5. P. to Q. R's 3rd seems as good as any, since whether White retreat the B. to R's 4th or Q's 3rd, Black will equally accomplish his object, viz., the advance of the Q's P.

- | | |
|-------------------|---------------------|
| 6. B. to Q's 3rd. | 6. P. to Q's 4th. |
| 7. Kt. takes P. | 7. Q's Kt. takes P. |

If Black, instead of capturing the Q's P., should take the K's Kt.

with Q's Kt., White, after the exchange of pieces, would have a slightly preferable position.

8. K. R. to K's sq.

This appears to be the correct play.

8. B. to K's 3rd.

9. P. to Q. B's 3rd.

If—

- | | |
|-----------------------------|----------------------|
| 9. B. takes Kt. | 9. P. takes B. |
| 10. R. takes P. | 10. Kt. to Kt's 6th. |
| 11. Q. to K. B's 3rd (best) | 11. Kt. takes R. |
| 12. K. Kt. takes B's P. | 12. Q. to Q's 2nd. |
| 13. Kt. takes R. | 13. Castles. |

With a good game.

9. Q. Kt. to B's 3rd.

- | | |
|------------------------|---------------------|
| 10. Kt. takes Kt. | 10. P. takes Kt. |
| 11. Q. to Q. R's 4th. | 11. Q. to Q's 2nd. |
| 12. B. takes Kt. | 12. P. takes B. |
| 13. Q. takes K's P. | 13. B. to Q's 3rd. |
| 14. Kt. to Q's 2nd. | 14. Castles (K. R.) |
| 15. Kt. to K. B's 3rd. | 15. B. to Q's 4th. |

Black has already obtained an undeniable advantage in position, his Bishops occupy a very threatening situation.

16. Q. to Q's 3rd.

16. Q. R. to K's sq.

17. B. to Kt's 5th.

17. B. to Q's 2nd at once would have saved time.

18. P. to K. R's 3rd.

17. Q. to Kt's 5th.

19. B. to Q's 2nd.

18. Q. to K. R's 4th.

If 19. B. to R's 4th, he would obviously lose a piece; if 19. B. to K's 3rd, Black would get a great attack by 19. B. takes Kt., and 20. Q. takes R's P.

20. Kt. to Kt's 5th.¹

19. Q. R. to K's 3rd.

21. Kt. to K's 4th.

20. Q. R. to Kt's 3rd.

Any other move would have lost the Kt., or led equally to a winning attack.

¹ This looks plausible but hazardous. We believe he would have done better by moving the Kt. to K. R's 2nd.

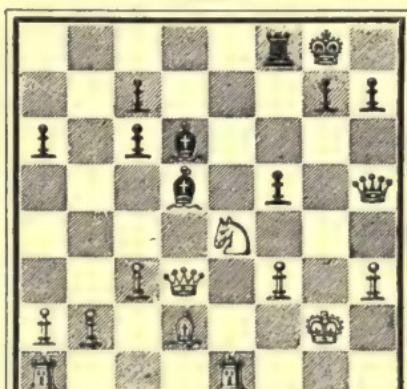
21. R. takes P. (ch.)

This sacrifice is perfectly sound, and should, with correct after-play, have resulted in an immediate victory. White, by refusing to capture the proffered Rook, would only hasten his defeat.

22. K. takes R. 22. P. to K. B's 4th.
 23. P. to K. B's 3rd. 23. Q. to Kt's 3rd (ch.)

A most unfortunate slip. As soon as the second player had touched the Queen, he remarked, that, had he taken the Kt., the contest could not have been prolonged a dozen moves. And that he had the winning combination in his mind, he proved by playing over the following variation immediately after the close of the game. Black's error consisted in reversing what should have been his 23rd and 24th moves:—

BLACK.



WHITE.

The second player should now have moved thus.—

If now White move 25. K. to B's sq. or B's 2nd, Black plays 25. Q. B. takes K's R., winning, and if 25. K. R. to Kt's 4th, Black gains the Q.; therefore—

25. K. to R's sq. 25. R. takes B's P.
 26. K. R. to K's 8th (ch.) 26. R. to B's sq. (ch.)

If White venture, at his 26th move, to capture the R., Black will play 28 Q's B takes R., winning the Queen.

(A.)

24. P. takes P.

24. Q. to Kt's 3rd (ch.)

And wins. Or Black might have played 24. Q. to K's 4th, mating or winning Q. directly. If White should play 24. Q. to B's sq., Black gains at once by 24. R. takes B's P.

24. Kt. to Kt's 5th.

24. P. to K. R's 3rd.

25. P. to Q. B's 4th.

25. Q. B. to B's 2nd.

26. P. to K. R's 4th.

26. R. to Q's sq.

27. Q. to B's 2nd.

27. R's P. takes Kt.

28. R's P. takes P.

28. B. to K's 3rd.

29. K. R. to R's sq.

29. B. to K's 2nd.

30. P. to K. B's 4th.

30. P. to Q. B's 4th.

31. Q. R. to K's sq.

31. K. to B's 2nd.

32. R. to R's 3rd.¹

32. Q. B. to B's sq.

33. K. to Kt's sq.

33. Q. B. to Kt's 2nd.

34. B to B's sq.

34. R. to Q's 5th.

35. P. to Q. Kt's 3rd.

35. B. to Q's 3rd.

36. Q. to K's 2nd.

36. R. to K's 5th.

37. Q. to K. B's 2nd.

He cannot afford to lose the K. B's P., since, if he gives it up, the Kt's P. must ultimately fall, and Black, with his two passed Pawns on the King's flank would stand a very good chance of winning.

38. K. R. to K's 3rd.

37. Q. to K's 3rd.

39. Q. to K. R's 4th.²

38. Q. to Q's 2nd.

40. Q. to R's 3rd.³

39. K. to Kt's 3rd.

¹ Perhaps K. to Kt's 3rd, followed by R. to R's 2nd would have been stronger play.

² Ingeniously conceived. Black cannot take K. B's P., either with B. or R., because if he take it with the B., then R. takes R., &c.

And if—

40. P. to K. Kt's 6th (ch.)

39. R. takes K. B's P.

41. R. to K's 8th (ch.)

40. K. to Kt's sq.

42. Q. to Q. R's 8th (ch.)

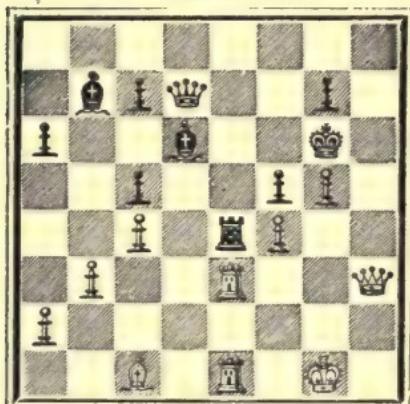
41. B. to K. B's sq.

43. R. takes B. (mate.)

42. K. takes Q.

³ Threatening to win a piece by R. takes R., &c. It is questionable however, whether he would not have done still better by playing R. to K. R's 3rd.

BLACK.



WHITE.

40. B. to K's 2nd.
 41. R. takes R.
 42. Q. to K's 3rd

If he had taken the B., Black would have checked with the Q
 Q's 8th, and afterwards captured the R.

42. Q. to Q's sq,
 43. Q. to R's 3rd.
 Fearful of Black's threatened move of 43. Q. to K. R's sq.
- | | |
|-----------------------|-------------------------|
| 44. B. to K's 3rd. | 43. Q. to Q's 5th (ch.) |
| 45. Q. to K. B's sq. | 44. Q. to Q. B's 6th. |
| 46. Q. to B's 2nd. | 45. Q. to R's 4th. |
| 47. R. to K's 2nd. | 46. Q. to Kt's 3rd. |
| 48. B. to B's sq. | 47. Q. to Q. B's 3rd. |
| 49. R. to Q's 2nd. | 48. Q. to Q's 2nd. |
| 50. Q. to K's 3rd. | 49. Q. to K's 3rd. |
| 51. B. to Kt's 2nd. | 50. Q. to Q. B's 3rd. |
| 52. Q. to R's 3rd. | 51. K. to B's 2nd. |
| 53. R. to K. R's 2nd. | 52. Q. to K. Kt's 3rd. |
| | 53. Q. to Q's 3rd. |

And the game was finally drawn.

The game was prolonged to the 56th move, but was not recorded further. It lasted three sittings, and consumed fifteen hours.

GAME III.—IRREGULAR OPENING.

Between the same players.

WHITE. (Mr. P.)

1. P. to K's 4th.
2. K. Kt. to B's 3rd.
3. Q. Kt. to B's 3rd.

This seems to be a favourite début with the first player. It leads either to a sort of irregular Ruy Lopez Opening, or to the Queen's Knight's Opening.

BLACK. (Mr. M.)

1. P. to K's 4th.
2. Q. Kt. to B's 3rd.

3. B. to B's 4th.

3. K. Kt. to B's 3rd is the proper play.
4. B. to Kt's 5th.

Again, he should have played out the K's Kt.

5. P. to Q's 4th.

5. P. takes P.

6. Kt. takes P.

6. B. to Q's 2nd.

7. Kt. takes Kt.

7. P. takes Kt.

8. B. to R's 4th.

8. Q. to K. R's 5th.

9. Castles.

9. Kt. to B's 3rd.

10. Q. to B's 3rd.

10. Kt. to Kt's 5th.

11. B. to K. B's 4th.

11. Kt. to K's 4th.

12. Q. to Kt's 3rd.

12. Q. to K. B's 3rd.

13. Q. R. to Q's sq.

13. P. to K. R's 3rd.

14. K. to R's sq.

14. P. to K. Kt's 4th.

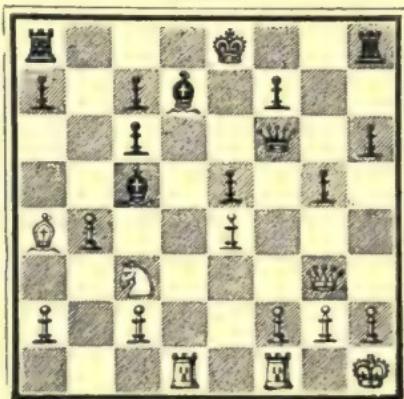
15. B. takes Kt.

15. P. takes B.

16. P. to Q. Kt's 4th.

Very finely played.

BLACK.



WHITE.

16. K. B. to Q's 3rd.

Black cannot take the P.; for if—

- | | |
|----------------------------|------------------------|
| 17. R. takes B. | 16. B. takes Kt's P. |
| 18. Kt. to Q's 5th. | 17. K takes R. or (A.) |
| 19. Q. to K. R's 3rd (ch.) | 18. Q. to Q's 3rd. |
| 20. Kt. takes B. | 19. K. moves. |
| 21. B. takes B's P. | 20. Q. takes Kt. |

And White must win the exchange back with a fine position.

(A.)

17. K's B. takes Kt.

18. Q. R. takes Q. B's P.

Having a much superior game.

- | | |
|-----------------------|------------------------------------|
| 17. Q. R. to Q's 3rd. | 17. P. to K. R's 4th. |
| 18. K. R. to Q's sq. | 18. P. to Q. R's 3rd. |
| 19. Kt. to K's 2nd. | 19. Q. R. to Q's sq. ¹ |
| 20. P. to Q. R's 3rd. | 20. P. to K. Kt's 5th. |
| 21. P. to Q. B's 4th. | 21. Q. to R's 3rd. |
| 22. P. to Q. B's 5th. | 22. P. to K. R's 5th. |
| 23. Q. to K's 3rd. | 23. K. B. to K's 2nd. ² |
| 24. P. to K. B's 4th. | 24. P. takes P. |
| 25. Q. takes P. | 25. Q. takes Q ³ |
| 26. Kt. takes Q. | 26. K. R. to R's 3rd. |
| 27. Kt. to K's 2nd. | 27. P. to K. B's 4th. |

He scarcely has any move much better; his position is very crowded.

- | | |
|----------------------------------|---------------------|
| 28. P. to K's 5th. | 28. R. to K's 3rd. |
| 29. Kt. to B's 4th. ⁴ | 29. R. takes K's P. |
| 30. R. takes B. | |

White vigorously avails himself of his advantage in position.

- | | |
|--------------------|--------------------|
| 31. B. takes P. | 30. R. takes R. |
| 32. P. takes B. | 31. B. to Q's 3rd. |
| 33. K. to Kt's sq. | 32. P. takes P. |
| 34. B. takes R. | 33. K. to Q's sq. |
| | 34. K. takes B. |

And White wins.

¹ If the moves are correctly recorded, Black, it appears, might have improved his game considerably by now playing P. to Q. R's 4th. &c.

² We should have preferred exchanging Queens at once.

³ Essential, because White threatened to capture the Bishop with Rook, and then play B. takes Q. B's P.

⁴ This is very well played, forcing Black to give up at least a Bishop for a Pawn.

GAME IV.—SICILIAN OPENING.

Between the same players.

WHITE. (Mr M.)

1. P. to K's 4th.
2. Kt. to K. B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. Kt. to Kt's 3rd.

The move of 5. Q. B. to K's 3rd, adopted by White in subsequent games, is the best at this point.

6. Q. Kt. to B's 3rd.
7. B. to K. B's 4th.

This move compels Black to weaken his position by advancing
7. P. to K's 4th.

8. B. to Kt's 3rd.
9. B. to Q. B's 4th.
10. Kt. to Kt's 5th.
11. Kt. to Q's 6th.
12. P. to Q. R's 4th.
13. Q. to Q's 2nd.
14. Q. R. to Q's sq.
15. Castles.
16. Kt. takes B.
17. Q. takes Q's P.

BLACK. (Mr P.)

1. P. to Q. B's 4th.
2. P. to K's 3rd.
3. P. takes P.
4. B. to B's 4th.

5. B. to Kt's 3rd.
6. Q. Kt. to B's 3rd.

7. P. to K's 4th.
8. K. Kt. to K's 2nd.
9. Castles.
10. P. to Q. R's 3rd.
11. B. to B's 2nd.
12. Kt. to Kt's 3rd.
13. Q. to K. B's 3rd.
14. Kt. to B's 5th.
15. P. to K. R's 4th.
16. Q's R. takes Kt.
17. Kt. to Q's 5th.

Well played.

18. Kt. takes Kt.
19. Q. to K. B's 5th.

White evidently could not capture the Q's P. with Q. or R., as Black would have replied with B. to K's 4th, and so forth.

20. P. takes Q.
21. B. takes Kt.
22. R. takes P.

19. Q. takes Q.
20. B. to K's 4th.
21. B. takes B.
22. B. to K's 4th.

23. R. to K's 4th.

23. B. takes Kt's P.

24. R. to Q. Kt's sq.

24. K. R. to Q's sq.

The correct move. From this to the end, Black plays capitally to effect a draw.

25. P. to K. Kt's 3rd.

25. R. to Q's 5th.

26. B. to Q's 3rd.

26. R. takes R.

27. B. takes R.

27. R. to Q. B's 5th.

28. B. takes Kt's P.

28. R. takes Q. B's P.

29. B. takes R's P.

29. B. to Q's 5th.

30. R. to K. B's sq.

30. R. to Q. R's 7th.

31. B. to Q. Kt's 5th.

31. K. to R's 2nd.

32. B. to Q. B's 4th.

32. R. takes R's P.

33. B. takes P.

33. P. to K. R's 5th.

34. K. to Kt's 2nd.

34. R. to Q. R's 8th.

35. B. to Kt's 6th (ch.)

35. K. to Kt's sq.

35. K. to R's 3rd would have lost the game.

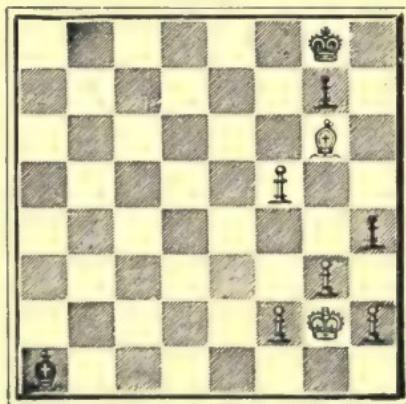
36. R. takes R.

36. B. takes R.

And the game was drawn.

The position is a curious one. Although White has two Pawns more than his adversary, he can do no more than draw.

BLACK.



WHITE.

GAME V.—SICILIAN OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. K. Kt. to B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. B. to K's 3rd.
6. Kt. to Kt's 5th.

If he had played 6. K. B. takes Q's B., White would have obtained a good game by 7. K. Kt. to Q's 6th (ch.)

7. B. takes B.
8. Kt. to Q's 6th (ch.)
9. Kt. takes B. (ch.)
10. B. to Q's 3rd.
11. Castles.
12. Kt. to Q's 2nd.
13. P. to K. R's 3rd.

Black's proper course undoubtedly is to commence an attack on the castled King.

14. P. to Q. R's 3rd.
15. P. to Q. Kt's 4th.
16. Kt. to Q. B's 4th.
17. P. to K. B's 3rd.

Necessary, in order to prevent the further advance of the adverse K. Kt's P.

18. Kt. takes Kt.
19. Q. to Q's 2nd.
17. Q. Kt. to K's 4th.¹
18. Q. takes Kt
19. K. R. to Kt's 2nd.

We should have preferred 19. Kt. to R's 4th.

20. Q. R. to Q's sq.
21. Q. to K. B's 2nd.
22. P. to K. B's 4th.
23. Q. takes B's P.
24. K. R. to B's 2nd.
20. Q. R. to Q's sq.
21. P. to Q. Kt's 3rd.
22. P. takes P.
23. Q. to K. Kt's 4th.

BLACK. (Mr. P.)

1. P. to Q. B's 4th.
2. P. to K's 3rd.
3. P. takes P.
4. B. to B's 4th.
5. Q. to Q. Kt's 3rd.
6. K. Kt. to B's 3rd.

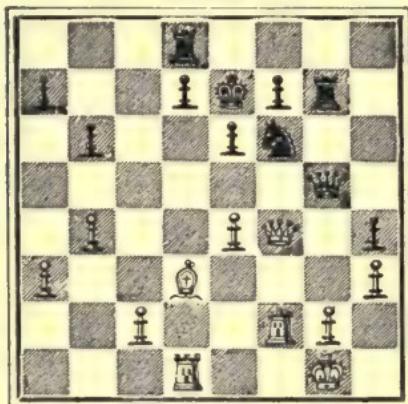
7. Q. takes B.
8. K. to K's 2nd.
9. R. takes Kt.
10. Q. Kt. to B's 3rd.
11. P. to K. R's 4th.
12. P. to K. R's 5th.
13. P. to K. Kt's 4th.

14. K. R. to K. Kt's sq.
15. Q. to Kt's 3rd.
16. Q. to B's 2nd.

17. Q. Kt. to K's 4th.¹
18. Q. takes Kt
19. K. R. to Kt's 2nd.

¹ Instead of this, which strengthens White's game, we should have preferred playing Kt. to K. R's 4th, or P. to Q. Kt's 4th.

BLACK.



WHITE.

24. Q. takes Q.¹
 25. R. takes Q.
 26. Q. R. to Q's 2nd.

Much better than 26. K. R. to B's 2nd, since this forces him to defend his K. R.'s P. disadvantageously.

27. P. to K's 5th.
 28. R. to Q's 4th.
 His best move.
26. R. to K. R's sq.
 27. Kt. to Q's 4th.
 28. P. to K. B's 3rd.

29. P. takes P. (ch.)
 30. R. to Q. B's 4th.
 If 30. B. to Q. Kt's 5th, Black would simply advance 30. P. to Q's 4th.
29. Kt. takes B's P.
 30. K. to Q's sq.
 31. Kt. to Q's 4th.

¹ Black would have done badly now, it appears, to double his Rooks on the K. Kt's file; for suppose—

25. Q. takes Q.
 26. Q. R. to K. B's sq.
 27. P. to K's 5th.
 28. R. takes P. (ch.) &c.
24. Q. R. to K. Kt's sq.
 25. R. takes Q.
 26. K. R. to K. Kt's 3rd.
 27. Kt. to R's 4th.

Instead of exchanging Queens, however, we should have preferred playing 24. P. to K's 4th, with the view of getting the Pawns on Black's squares, after which the Kt. would have been more valuable than White's Bishop.

32. B. to K's 4th.
 33. B. to B's 3rd.
 34. R. to B's 6th.
 35. B. to Kt's 4th.
 36. R. to K's 2nd.
 37. K. to R's 2nd.

Black's centre Pawns are so strongly guarded that it was not possible, with the forces now in action, to make any impression upon his position. It was necessary, therefore, to make the K. and K. R's P. operative.

38. P. to Kt's 3rd.
 39. K. takes P.
 40. P. to K. R's 4th.
 41. P. to K. R's 5th.
 42. K's R. takes P.
 43. B. takes R. (ch.)

He would have avoided the loss of a P. by playing his K. to B's sq.

44. B. to Kt's 4th.
 45. B. takes Kt.
 46. R. to K's 7th (ch.)
 47. R. takes P.
 48. R. to R's 6th.
 49. K. to B's 3rd.
 50. K. to K's 2nd.

37. K. to B's 2nd.
 38. P. takes P. (ch.)
 39. R. to K's 2nd.
 40. Kt. to K's sq.
 41. K. Kt. to B's 3rd.
 42. R. takes R.
 43. K. to Kt's 2nd.
 44. Kt. takes R's P. (ch.)
 45. R. takes B.
 46. K. to B's 3rd.
 47. K. to K's 4th.
 48. R. to Kt's 4th (ch.)
 49. R. to B's 4th (ch.)
 50. P. to Kt's 4th.

This Pawn cannot be rescued.

If—

51. P. to R's 5th.
 52. R. takes R.
 53. P. takes P.

50. R. to B's 3rd.
 51. P. takes P.
 52. K. takes R.

And wins easily.

51. P. takes P.
 52. P. to B's 3rd.
 53. P. to B's 4th.

51. R. to B's 5th.
 52. P. to Q's 5th.

Much better, of course, than taking the Pawn.

54. P. to B's 5th.
 55. K. to Q's 3rd.
 56. K. to B's 2nd.
 57. K. to Kt's 3rd.

53. R. to R's 5th.
 54. R. to R's 7th (ch.)
 55. R. to R's 6th (ch.)
 56. R. to R's 7th (ch.)
 57. R. to R's 6th (ch.)

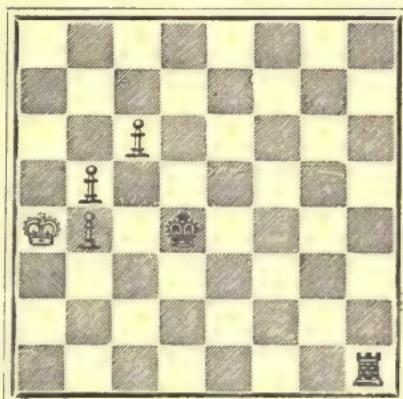
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|-------------------------|--------------------|
| 58. K. to R's 4th. | 58. K. to Q's 4th. |
| 59. R. to Q's 6th (ch.) | 59. K. to B's 5th. |
| 60. P. to B's 6th. | 60. R. to R's 8th. |

The advance of the Pawn would amount to nothing.

- | | |
|-----------------------|-----------------|
| 61. R. takes P. (ch.) | 61. K. takes R. |
|-----------------------|-----------------|

By the accompanying diagram, the reader will see that the march of the Pawns cannot be arrested:—

BLACK.



WHITE.

- | | |
|---------------------|----------------------|
| 62. P. to B's 7th. | 62. R. to K. R's sq. |
| 63. P. to Kt's 6th. | 63. K. to B's 5th. |
| 64. P. to Kt's 7th. | |

And Black resigns.

GAME VII.—SICILIAN OPENING.

Between the same players.

WHITE. (Mr. M.)

1. P. to K's 4th.
2. K. Kt. to B's 3rd.
3. P. to Q's 4th.
4. Kt. takes P.
5. B. to K's 3rd.

BLACK. (Mr. P.)

1. P. to Q. B's 4th.
2. P. to K's 3rd.
3. P. takes P.
4. B. to B's 4th.
5. Q. to Kt's 3rd.

6. Q. Kt. to B's 3rd.¹

6. Q. takes Kt's P.

Altogether unwise, since it must result in at least the loss of a piece.

7. K. Kt. to Q. Kt's 5th.

7. B. takes B.

If he play instead—

8. Q. R. to Q's Kt's sq.

7. Q. to Kt's 5th.

9. Q. B. takes K's B.

8. Q. to R's 4th.

Having a piece more and a better position, or if—

8. Q. B. to Q's 2nd.

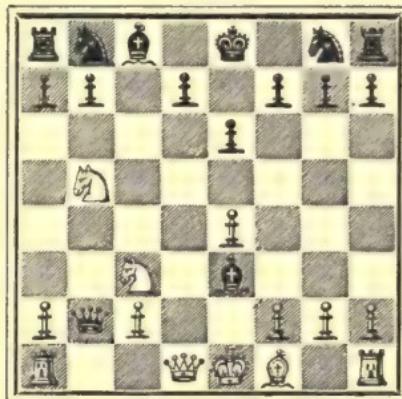
7. K. B. to Kt's 5th.

9. Q. B. takes K's B.

8. K. B. takes Q's Kt.

Winning the Queen. If instead of 8. K. B. takes Q's Kt., Black attempt to bring out any of his pieces, White would move 9. Q. R. to Kt's sq., equally winning the Queen.

BLACK.



WHITE.

8. Q. R. to Kt's sq.

8. Q. takes R.

9. Kt. takes Q.

9. B. to B's 5th.

10. P. to K. Kt's 3rd.

10. P. to Q. R's 3rd.

11. P. takes B.

11. P. takes Kt.

12. Kt. to B's 3rd.

12. Kt. to K's 2nd.

13. Kt. takes Kt's P.

13. Castles.

14. Kt. to Q's 6th.

14. Q. Kt. to B's 3rd.

15. R. to Kt's sq.

15. Q's R. takes P.

16. P. to K. B's 5th.

16. P. to K. B's 3rd.

This appears better than moving the K. Kt. at once to Q. Kt's 5th.

17. B. to Q. B's 4th. 17. R. to R's 5th.
 18. P. to K. B's 4th. 18. P. to Q. Kt's 3rd.
 19. P. takes P. 19. P. takes P.
 20. Kt. takes B. 20. Kt. takes Kt.
 21. B. takes K's P. (ch.) 21. K. to R's sq.
 22. B. takes Kt. 22. R. takes B.
 23. Q. to Q's 7th. 23. Kt. to K's 2nd.

If 23. Q. R. to R's 8th (ch.), he will lose a piece. 23. K. R. to K. Kt's sq., would have prolonged the contest somewhat, but without affecting the ultimate result.

24. Q. takes Kt. 24. Q. R. to R's 8th (ch.)
 25. K. to B's 2nd. 25. K. R. takes B's P. (ch.)
 26. K. to K's 3rd.

And Black Resigns.

Black must now submit to the loss of one of his Rooks, or allow himself to be mated.

GAME VIII.—IRREGULAR OPENING.

Between the same players.

- WHITE.** (Mr. P.)
 1. P. to K's 4th.
 2. K. Kt. to B's 3rd.
 3. Q. Kt. to B's 3rd.
 4. P. to Q's 4th.

- BLACK.** (Mr. M.)
 1. P. to K's 4th.
 2. Q. Kt. to B's 3rd.
 3. K. Kt. to B's 3rd.

We should prefer 4. B. to B's 4th.

5. K. B. to Kt's 5th.
 6. Q. to Q's 3rd.
 7. K's Kt. takes P.
 8. Castles.
 9. P. takes Kt.
 10. P. takes B.
4. B. to Q. Kt's 5th.
 5. K's Kt. takes P.
 6. P. to Q's 4th.
 7. Castles.
 8. Q. Kt. takes K's Kt.
 9. B. takes Kt.
 10. P. to Q. B's 3rd.

Black now has not only gained the attack but must win a Pawn immediately.

11. B. to R's 4th.
 12. B. to Kt's 3rd.
 13. B. to K. B's 4th.
 14. Q. R. to B's sq.
 15. Q. takes Q.
11. Q. to Q. R's 4th.
 12. Q. takes P.
 13. B. to K. B's 4th.
 14. P. to K. Kt's 4th.

Giving up at least the exchange.

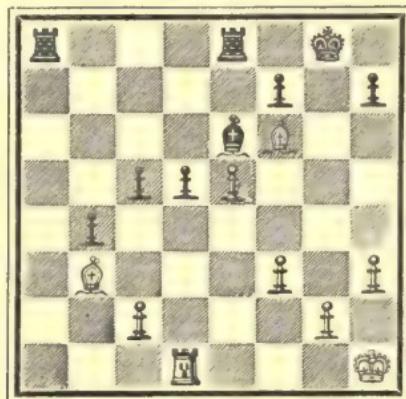
15. Kt. takes Q.
 16. B. takes Kt's P.
 17. K. to R's sq.
 18. R. takes Kt.
 19. B. to B's 6th.
 20. P. to K. B's 3rd.
 21. P. to Q. R's 3rd.
 15. Kt. takes Q.
 16. Kt. to K's 7th (ch)
 17. Kt. takes Q's R.
 18. K. R. to K's sq.
 19. P. to Kt's 4th.
 20. P. to Q. R's 4th.
 21. B. to K's 3rd.

In order to advance his Q. B's P.

22. R. to Q's-sq.
 23. P. takes P.
 24. P. to K. R's 3rd.
 22. P. to Q. Kt's 5th.
 23. P. takes P.
 24. P. to Q. B's 4th.

The reader will see, from the accompanying diagram, that Black, owing to the strength of his Pawns on the Queen's flank, already has a virtually won battle:—

BLACK.



WHITE.

25. P. to Q. B's 3rd¹

If he venture to take the Q's P. with K's B., he must lose a piece.

¹ Had White taken the proffered Pawn with Bishop, he must have lost the game by the following curious train of play, e.g.—

- | | |
|----------------------|--|
| 25. B. takes P. | 25. Q. R. to Q's sq. |
| 26. B. takes R. | 26. R. takes B. |
| 27. P to Q. B's 4th. | 27. P. takes P. (<i>en passant</i>). |
| 28. B. to Kt's 3rd. | 28. R. takes R. (ch.) |
| 29. B. takes R. | 29. B. to R's 7th. |
| 30. K. to Kt's sq. | 30. P. to Q. B's 5th. |
| 31. K. to B's sq. | 31. B. to Kt's 6th. |

And must win.

25. P. takes P.

26. B. to B's 2nd.

If he now capture the Q's P., Black wins at once, thus—

26. K. B. takes Q's P.

26. B. takes K's B.

27. R. takes B.

27. P. to B's 7th.

28. R. takes B's P.

28. Q. R. to R's 8th (ch.)

Queening the Pawn next move.

26. Q. R. to R's 7th.

27. R. to Q. B's sq.

27. K. R. to Q. R's sq.

28. Q. B. to Kt's 5th

28. Q. R. to R's 8th.

29. K. B. to Kt's sq.

29. P. to B's 7th.

Winning a piece by force; for if—

30. B. takes P.

30. R. takes R. (ch.)

31. B. takes R.

31. R. to R's 8th.

Gaining the Q's B.

Winning the game and the first prize in the American Tournament.

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